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INTER Action

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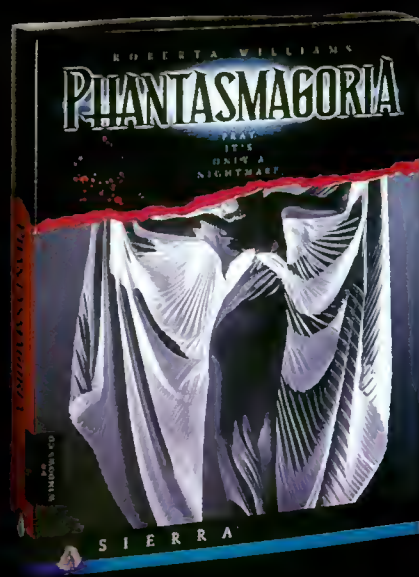
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PUBLISHER
KEN WILLIAMS

MANAGING EDITOR
JOHNNIE MAGPIE

ART DIRECTOR - INTERACTION
TIM FRUEHE

CONTRIBUTORS THIS ISSUE

JAYMI BAUER, AMY CHAN, RANDY CHASE, DON COHEN, MARK CROWE, JIM FERRELL, JANE JENSON, GEOFF KEIGHLEY, DENNIS KILGORE, NANCY KING, JOHNNIE MAGPIE, CHRISTA PHILLIPS, D'ANDRE PRITCHETT, DAN ROGERS, LARRY SIVITZ, SUZANNE SWEENEY, OTTO TECHI, CINDY VANOUS, BARRY WEISEN, CHRIS WILLIAMS, KEN WILLIAMS

PHOTOGRAPHY
SKY KENSOR

ART DESIGN AND PRODUCTION
TIM FRUEHE, MAIA HUNTINGTON, SKY KENSOR, MICHELLE LANGTON, DAWN TIDWELL

BUSINESS MANAGER
JOHN WILLIAMS

EDITOR/PROOFREADER
NANCY KING

DISTRIBUTION
JAYMI BAUER, WILL CLARDY

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Letters

DARYL GATES FROM A COP'S POINT OF VIEW

Dear Sierra,

This letter is in reply to the letter in your Fall 1994 issue regarding former L.A. Police Chief, Daryl Gates. The letter says "most people view his [Gates] work and career as a complete disgrace." I would say there are people out there who do believe this, but the majority of them have had some negative contact with the police, like being arrested. Or they based their opinion on what they see in the papers or on the news. What people fail to see is that Daryl Gates was the creator of the D.A.R.E. and the S.W.A.T. (Special Weapons And Tactics Team) programs, which are being used all over this country. His one downfall was, he spoke his mind without considering the outcome, and I respect that in a person.

I've been a police officer for seven years with the Los Angeles Police Department, and five of those being under Chief Daryl Gates. During that time I've worked the majority in patrol, preferring to stay on the streets where a cop belongs. If I respected anybody during my time on the job it was Daryl Gates. He looked out for the officers who were putting their lives on the line for the public every day.

People want crime to stop. They want to be able to walk safely down any street day or night and not fear being robbed.

They want to be safe and want the cops to protect them. They just don't want to know how the police are doing it.

During my short seven years on the streets of Los Angeles, I've never had a person I was attempting to arrest who was fleeing, stop when I waved my finger at them and said "Stop!" I'm more concerned with what the Department will do to me because I used force to arrest a person who didn't want to go to jail, than I am with a gang member trying to shoot me. Go figure.

As a closing note, I wish to say I love my job and wouldn't trade it for anything. I just wish people would open their eyes to see what is going on around them and stop pointing fingers. Give the people who are willing to do the dirty work (police officers/street cops) the ability and authority to do something.

I have played *Police Quest: Open Season*, and enjoyed it greatly. You did a great job. I especially liked the officer at the front desk of Parker Center who will not let you in without some ID. (I think I know him.) I'm planning to get the CD version soon.

-J. Cayer
Long Beach, California

Dear Officer Cayer:

We appreciate yet another view from a "cop on the streets." You are correct when you say that Gates is never given proper credit for creating the D.A.R.E anti-drug program, and he is rarely given proper credit for his role in creating S.W.A.T. Perhaps Gates' role as designer on the upcoming Police Quest: S.W.A.T. will help educate more people about the TRUE impact Daryl Gates has had on policework in Los Angeles. Thanks for writing.



Dear Sierra,

I read with DISMAY about your scholarship contest for kids 6-14. At first, I was delighted. Yes, I can write about how computers have changed my life, and will continue to change my life. I am hooked on Sierra Games, the Internet...I even speak in a couple of programming games. YES, I AM 14. But ALAS, I am not in the 6th grade.

Actually, since I was a very young tot Mom exposed me to her early Apple II games such as *Cranston Manor* and *The Wizard and the Princess*. That was back in the days when players not only had to be resourceful, but they had to have language skills to "talk guard" and such. In fact, computers changed my life so very, very much that I tested through a whole bunch of stuff, skipped high school, and here I am as a freshman at Mary Baldwin College. Really! Pretty neat, huh?

The Program for the Exceptionally Gifted here at MBC let me in when I was 13. I really do attribute a lot of my smarts to early and frequent exposure to problem solving situations such as those in adventure games. But hey, where do I fit in with you guys? Am I just an outcast?

Even though I am double-majoring in computer science and art, and I want to design computer graphics, I cannot apply yet for the jobs you listed in your magazine. I mean, I'm just a college freshman. And then, at the ripe old age of 14 I find that I am not eligible for your scholarship contest, even though I am a poor, struggling college student already in debt with a Stafford loan to seek higher learning.

Come on, *InterAction*, how about some great contest I'm not either past being eligible for, or for which I do not yet qualify? Hey, how about letting me be in an ad for how smart you get when you play Sierra games! Really!

– Emily Dean
(over-the-hill-fourteen-year-old)

WOW! This letter caused a flurry of conversation around Sierra, but it was ultimately decided that rules are rules, so Emily's contest entry could not be awarded the \$50,000 Scholarship in the Sierra Kids in College Contest. Sorry about that.

Despite this, we found Emily's story to be very interesting and sent her a gift of Sierra software products. This contest is now closed. Watch for the winners announcement in the Summer *InterAction*.

MAC OWNER WANTS TO BE "NON PC"

Dear Sierra:

Why don't you have many MacIntosh games? A proud owner of Macs since the olden days, I'm forced to satisfy my craving for Sierra products on my neighbors' PC. I'm there so often they've asked me to chip in toward rent.

–E. Klofeld,
Claxton, Georgia

Don't worry, Elliott won't have to cough up extra rent money. And nobody has to skulk off to another home just to play a Sierra game on Macintosh. We have lots of products for Mac users. It may have seemed like we stepped out of the MAC market, but that's only because we paused to re-tool our product development efforts to bring you the highest quality Macintosh CDs. Check out our MAC Truck in this issue—you'll find a great selection!

RANDOM ACTS OF POETRY

Long, Long Ago...

Twas the land of Daventry that drew me near
Twas the magic of Sierra that bound me hear
Tis twenty-two games I have on my shelves
Gunfighters, detectives and thieving elves
From far away lands in shuttle through space
To a step through a mirror to a secret place
Robin is cunning with his merry men too
Laura is wondering "Who wears this shoe?"
Larry is Larry enough to be said
If Freddy is not careful soon he'll be dead
Yes they are now my family every woman
every man
And twas in the land of Daventry where
it all began

Will Porter
Keflavic, Iceland

Quest for glory sonnet...

I think the Quest for Glory series
Is very, very cool
You start as a graduate of a correspondence
school

You have to drive the Brigands out of the land
And stop Boba Yaga's evil plan
To make the Brigands flee you'll use a
dispel potion

You'll use a magic mirror to stop
Boba Yaga's evil notion
Quest for Glory 2 is very, very fun
You can even import your hero from
Quest for Glory 1

You will travel through the lands of Shapeir
This will certainly help your hero Greer
You have to like Quest for Glory 3
You'll travel from Tarna to a giant tree
It's so fun you'll feel your dreaming when
you kill the evil demon

Quest for Glory 4 is very, very fun
In role-playing games I think it's
number one.

Jeff Rehnlund- Lansdale, PA

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PC Gamer,
August 1994



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Scott Grant, Interactive Entertainment, Episode 2

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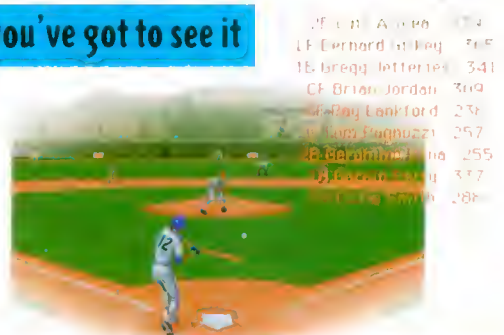
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Leo Buchanan,
PC Gamer,
December 1994



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George Jones, Computer Gaming World, November 1994

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Jeff James, Computer Gaming World, February 1995

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Robert L. Hayes Jr.,
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Steve Poole, PC Gamer, October 1994

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Gary Meredith,
PC Gamer,
January 1995



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and pick any game from pages 80 & 81 free!

Ken Does Windows

What Every Gamer Needs To Know

This is going to be a big year for PC owners. Microsoft will release a major new operating system—Windows 95. Win95 is much more than just an upgrade of the Windows operating system, it's a major evolutionary step for the whole PC industry.

Though it will be months before Microsoft actually ships Win95, it's not too early to start thinking about what this means to you. If you plan to expand your current system soon, or even buy a new computer, there are issues you need to know about before you make your purchase. My goal with this article is to bring these issues to your attention.

Win95 is an issue that greatly impacts software companies, like Sierra. We need to decide whether the products we put into development today will be made for DOS or Windows. To make our decision, we have to guess what will be important next year. Making the wrong decision can be a disaster.

The majority of computer games and educational products available now are made for DOS. This past Christmas Sierra made the decision to ship our bestselling title, *Kings Quest VII*, for Windows only. This turned out to be far more controversial than Sierra had expected. Our phones have not stopped ringing since. Whereas Windows is the dominant operating system in the business world, it is not as popular within the home software market, especially amongst gamers.

Asking around, I have found that people have heard that Win95 is coming, but most expressed confusion when considering a system upgrade. The rest of this article consists of the questions I've gotten from various people, along with my attempt at an answer. To prepare for this article I read several books and magazine articles on Win95, installed it on my machine at home, and spoke with Microsoft. Even with all of this preparation, I make no promises that the answers given are right. They reflect only my opinions of software and they are changing on a daily basis. I hope you will find them useful.

How is Win95 different than Win3.1?

Win95 is a major overhaul of Win3.1, both internally and externally.

Internally, the biggest change will be enhanced performance and reliability. Win3.1 is a "16-bit protected mode application" that relies on a real mode implementation of DOS for file access, whereas Win95 is a true 32-bit protected mode operating system. This means Win95 will work faster and smarter. (If this sounds too technical, see "MORE THAN YOU WANTED TO KNOW" at the end of this article for an explanation.)

Win95 has a totally overhauled user interface. Windows has always been too complex for the average home user. It amazes me that the home computer industry has gotten as large as it has, given how tough it is to setup and use a computer. The simplest of tasks under Windows is not all that easy. For instance, how do you remove a computer game from your computer after you have tired of it? A large number of Windows users leave games on their computer forever, simply because they don't know how to remove them. Many people delete the game's icon and are surprised to find that no hard disk space has been recovered. *Hint: You need to use File Manager to delete the game's directory. In some cases (but not all), there will be left over clutter in your Windows directory. How you would know this, or know exactly what to delete, is a mystery to me.*

With Win95, Microsoft has worked to make Windows a mass market product. Microsoft invested as much effort in the user interface as the internals of Win95. First time computer users were videotaped struggling through Win3.1 and the videos were studied repeatedly by teams of Microsoft engineers. Many versions of the Win95 user-interface were prototyped and the videotaped sessions repeated. The Win95 user-interface is almost certainly the most user-tested piece of software ever written.

Recently I was over at Microsoft to see a demo of Win95. The guy who was with me, a Sierra employee and long-time Win3.1 user, made the mistake of criticizing an aspect of the Win95 design. Boy did he regret that decision. The Microsoft person jumped on him with both feet. "Win95 is the most tested user interface in the history of the world! We know to the hundredth of a decimal point how many seconds it takes to learn to do it this way versus how it was done in Win3.1. You are statistically wrong, and we can prove it." How does one respond to a statement like that? Microsoft really has made Win95 as simple as possible without compromising functionality.

One feature which will be very important to home users is "Autoplay." Software developers will be able to make CD's that will start execution upon insertion into the computer. Under Win3.1, if you want to run a program, you have to go through a very confusing process of running SETUP, or sometimes INSTALL, off of the CD. Then you have to create an icon and then, finally, you get to double-click on that icon. It is much better to be able to just put the CD in the drive and have it run.



Sierra President Ken Williams goes undercover to give you the Inside View.

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If I were to pick one new feature that represents the greatest improvement made in Win95, it is "Plug and Play." Microsoft has developed a standard, in conjunction with many of the hardware companies, which allows Windows to intelligently determine what hardware is in your computer without you having to go through editing your CONFIG.SYS file. You will finally be able to forget about DMA's and IRQ's and all the other technical details that you never should have had to learn in the first place.

If you are comfortable with Win3.1, you may feel lost at first on Win95. Your first reaction will be to grumble and complain, but a few hours later you'll start to get excited. After a week, you'll look at Win3.1 and wonder how you were ever able to use it at all.

Will my current software still work? If it doesn't, what do I do?

Almost all of your existing software should run on Win95. Most will even look and work better. For instance, Win95 allows you to name your files, such as word processing documents or spreadsheets, anyway you like. You are not locked into just eight letters, a period, and then three more letters. You will be able to call a letter to your mom, "Letter to mom" instead of something obscure like "LETTRMOM.DOC".

Some software vendors, such as Sierra, are writing 32-bit code today. This is an exception. Most of the programs you own are 16-bit applications. These are fine on Win95, but not perfect. For example, all 16-bit applications under Win95 share a common address space. This means that one out of control application could easily crash another. Also, 32-bit applications may be "pre-empted" by the computer. This means that 32-bit applications will behave better when you have multiple programs running at the same time. Neither of these features, in my opinion, warrant you rushing to the nearest software store to update your programs.

Some software companies will continue to ship 16-bit applications for many years to come. 16-bit code uses less memory. Even Microsoft has left portions of Win95 in 16-bit code, partially to keep Win95 smaller so that it can be run on 4 megabyte systems.

There will be programs that do not run under Win95. Microsoft is testing the compatibility of most major applications, including many games. Most compatibility issues will have been addressed before Win95 is released, but it is unlikely that Microsoft will achieve

100% compatibility. You will have to contact the vendor of each piece of incompatible software directly. Hopefully, there will be few incompatible programs.

Win95 provides significant new functionality to software developers that will cause you to **want** to upgrade to applications that exploit specific Win95 features. Here are a few of the new features Sierra plans to exploit:

- **32-bit code** - Makes programs run faster.
- **Multi-Threading** - This means that a single program can perform many tasks simultaneously, such as recomputing a spreadsheet at the same time as reading from the hard drive. Multi-threading means less time spent looking at an hourglass.

- **Autoplay** - All new Sierra products, and upgrades of existing Sierra software, will take advantage of Autoplay.

- **Connectivity** - Win95 is very intelligent with respect to networks. I have always felt that computers should be linked together for the ultimate gaming experience. Win95 has built-in TCP/IP support as well as the ability to link directly to the Internet. Whereas Win3.1 can be used on a network, Win95 comes to life on a network.

- **Better Graphics & Multimedia Support** - Win3.1 didn't allow software direct access to the video hardware. Most games have been written for DOS because they can access the hardware more directly and get better performance out of a computer. With Win95, developers can actually build better multimedia games under Windows.

Sierra currently has no plans to re-release our older titles in special Win95 editions. We are working with Microsoft to ensure that Win95 runs our older products. If there are any titles which do not run on Win95, we will post patches on the popular on-line services and on the Sierra BBS as they become available.

Will my sound card, fax/modem and/or CD-ROM drive be compatible?

Your existing device drivers should all be compatible with Win95. Microsoft will provide hundreds of new 32-bit device drivers which will run much better than your existing 16-bit drivers. Many users will be able to run their computers with no CONFIG.SYS or AUTOEXEC.BAT whatsoever.

Your existing peripherals are probably not "Plug and Play" enabled. They should still work with Win95, but they will not be configured automatically. If you buy any new peripherals, you should look for the "Designed for Windows 95" logo. Most of us, who already own our

computers, will not be able to take advantage of Win95's "Plug and Play" capabilities. This requires BIOS support, which is in a computer chip on your motherboard, as well as new peripherals. Oh well... at least new computer owners won't have to suffer as we've suffered. There may be ways to upgrade your BIOS - check with your computer manufacturer.

Will technical support be available?

Win95 is amazingly easy to install and use. Microsoft is using literally hundreds of thousands of beta testers. You shouldn't have any technical problems. If you do, Microsoft has totally rewritten all the help dialogs to provide much better support. The built-in interactive tutorial does a solid job of walking you through your first Win95 experience.

What about the Internet?

Win95 has built-in support for Microsoft's new network, and the ability to link you directly to the Internet. The Internet is incredible. I plan to do an article on the Internet in a future issue of *InterAction*. If you are curious and haven't been on the Internet, there are hundreds of books available on the Internet at a book store near you. Sierra also has a video available that gives some background [see page 5].

What do I need to run Win95?

Microsoft's press releases state that Win95 can be run on any 4 megabyte 386 or better. Personally, I wouldn't consider it on anything less than a 486DX2/66 with a 400 megabyte hard drive and 16 megabytes of RAM. In a pinch, I might make do with 8 megabytes of RAM, but only until payday. It uses close to 15 megabytes of hard disk space, and needs another 20 -30 megabytes for its swap file.

One Sierra programmer told me that he is running Win95 just fine on a 486/33 with 8 megabytes of RAM. I know that it is Microsoft's design goal to be faster and use less memory than Win3.1. However, I would want to hear from someone who has actually run Win95 in 4 megabytes before even trying it.

Should I consider OS/2? Or A Mac?

OS/2 is a great operating system. There are plenty of people who claim it is better than Win3.1. Some even say it beats out Win95. (Nothing is more fun than to hear programmers arguing over which is the better operating system.)

I would not personally run OS/2. I like to use "the industry standard." There are at least 50 million machines out there

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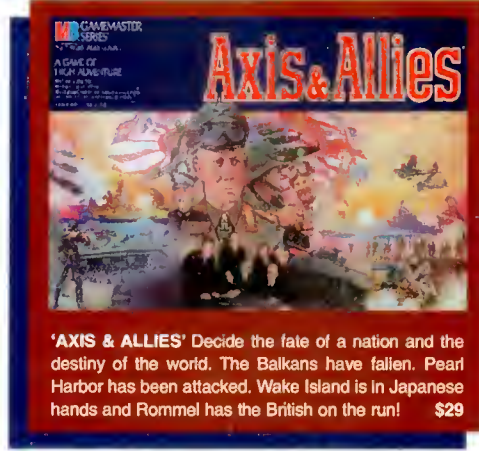
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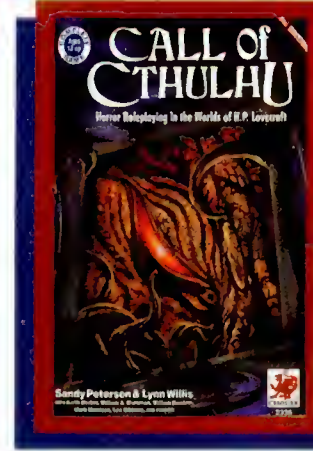
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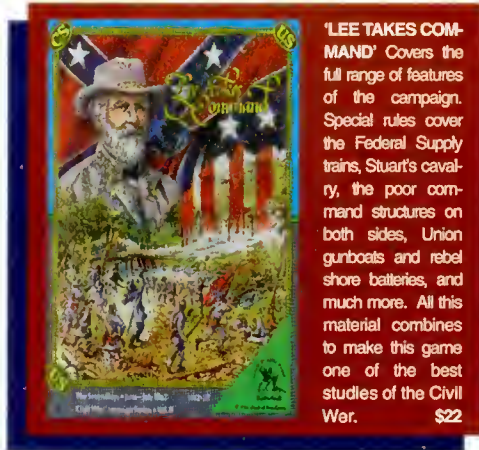
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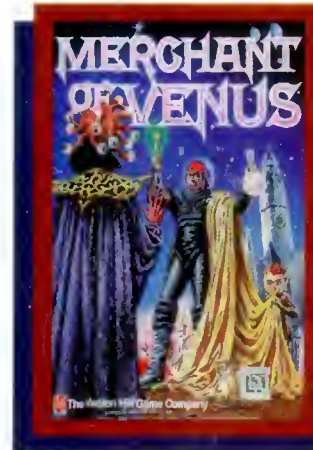
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with Windows, and perhaps one-two million with OS/2. I believe that there is "safety in numbers." Windows is the standard. Essentially, every piece of software that runs on personal computers comes in a Windows version. Only a few are available in OS/2 versions. Allegedly, OS/2 is Windows compatible. This isn't 100% true, but I know of many Windows programs that run under OS/2.

The Macintosh has a great operating system. It is also not the industry standard. Macs also claim to be able to run Windows programs. This isn't 100% true for the Mac either.

Is DOS dead?

Officially, DOS is alive and well. It has become a program that can be run from Windows. DOS is greatly improved under Win95. If you write down a list of features you would like to see in DOS 7.0, odds are the vast majority exist in the Win95 implementation of DOS. I predict that Microsoft will eventually bow to

consumer demand and ship this new version of DOS, without Win95, under the name DOS 7.0.

Unofficially, DOS is dead. DOS has survived largely because Windows had major flaws. There is no longer a good reason for anyone writing business software or games to choose to write to DOS. You will see far fewer DOS applications developed than Windows applications going forward. Within a few years, DOS will fade.

When will Win95 be available?

I bet Bill Gates would like to know the real answer to this question. My guess is that we are talking at least October or November. I would put money that somewhere inside Microsoft there is a memo floating around that says "Ah heck guys, we missed 1995. Why don't we just bite the bullet and call it Windows '96." If there isn't, there should be.

What will it cost?

I have no idea. My guess is the street

price will be around \$75. If the final price is materially higher, I want a chance to change my recommendation at the end of this article.

Why is Win95 so late?

Building software is infinitely more complex than anyone imagines, especially software engineers. It is good that Microsoft is going overboard testing Win95. I want them to get it right before you put it on your home computer. They should take their time and finish the job.

Should I upgrade immediately?

You should seriously consider upgrading when Win95 becomes available. Ordinarily, I'd encourage you to wait, but Microsoft has gone well beyond ordinary procedures in testing Win95 compatibility. I do not expect Win95 to be "buggy." If you have problems, they will likely be with compatibility with your existing hardware and software.

The primary reason to buy Win95 is that you don't have a choice. All new

The Intel Processor - More than you ever wanted to know.

The CPU, or processor, is the "brains" of your computer. It doesn't do any thinking on its own, but it can process sets of instructions, called programs, that sit in your computer's memory. There are two kinds of memory; RAM and ROM. These are essentially the same thing, except that RAM can be both read from and written to, whereas ROM is read only. Program instructions cause the CPU to do such things as add numbers together, execute instructions at a different point in RAM, write data to the hard drive, etc.

The CPU needs a way to keep track of things in RAM, such as data, so that it has a way to refer to it later. The CPU uses RAM addresses to get and put data, the same way as we use addresses to identify our homes when we post letters. Each RAM location is assigned a unique address.

The addresses used by the CPU to address RAM are themselves frequently stored in RAM, as well as in the CPU's registers. The registers are a special form of RAM that is located inside the CPU. One of the biggest speed issues for

computers is the time it takes to read and write data to and from RAM. The registers can be used by the CPU much faster than RAM external to the CPU. The CPU utilizes registers to hold data which is being used in a math operation, or to hold the addresses of data which is being used in some math operations. The registers also have special purposes, such as: hold the address within a program to return to after executing some subroutine (a common set of program instructions).

When people refer to a CPU as being a 4, 8, 16, 32 or even 64 bit CPU, they are referring to the largest address that can be directly referenced by the CPU. This is because the bit size of a CPU refers to the width, in bits, of the CPU's registers, and the number of bits used by the computer in order to form a RAM address.

Computers use binary math. RAM is comprised of little on/off switches which are gathered into groups of eight and called bytes. Each byte has an address within RAM. Each address points at a byte which contains eight bits; each of which can be off or on. Each byte of RAM contains a piece of data, such as a

portion of a memory address, a piece of text, or a number. It usually takes several bytes to hold a piece of data, because one byte can only hold 256 possible values.

The chart below shows the number of unique combinations that can be represented by different numbers of bits.

As the mathematicians among you may have noticed from this table, the number of locations which a CPU can directly address rises exponentially as the number of bits rises. A 16-bit processor can only directly address 65,536 memory locations in RAM. A 32-bit processor can directly address over 4 gigabytes of RAM!

The 8086, and 286 were 16 bit processors. They were able to address more than just 65,536 bytes of RAM because of a special capability of the CPU's processor to use one of the CPU's registers as a segment register. By combining the address in the segment register with the address in the program instruction, the CPU forms a 20 bit address, which allows it to indirectly address 1,048,576 bytes of RAM. The 286 introduced an even better way of doing this, called protected mode in which the processor, through adding the contents together of various registers, forms a 24-bit address, allowing it to address 16 megabytes of RAM.

applications from Microsoft will require Win95. You will not be able to run the next release of Excel or Word if you are not running Win95. Many other software companies are making the same jump. Sierra has not decided yet, but is tilting towards requiring Win95. There are too many things you can do under Win95 that can't be done under Win3.1. Microsoft's new network will not be available to you unless you have Win95. I have also heard that the Windows version of The ImagiNation Network will require Win95.

Will I have to buy a new operating system again next year?

This will not be the last operating system you buy. I don't expect, though, that you will have to upgrade again for at least 24 months. Computers are still evolving. Until technology stabilizes, there will be a need for a major new operating system every two to five years. With Win95, Microsoft has tackled the major issues of the last five years; multimedia,

connectivity, multitasking and usability.

Sierra supports Win95 because it allows us to write better programs. Writing programs for DOS is a mess. It is a 17-year old operating system. Sierra spends as much time writing code to do things the operating system should be doing for us, as we do writing the actual game. We have a whole department just to create our own music drivers, memory managers, joystick drivers etc. This is effort that would be better spent on building great games.

Although Sierra has been moving towards supporting Windows, Win3.1 has been somewhat less than perfect. Microsoft has tried to remedy this through adding support for 32-bit programs (WIN32S), faster graphic performance (WinG) and built-in sound drivers. These are patches to a Windows architecture. It needs a major overhaul. Win3.1 was OK for spreadsheets and word processors, but not for high performance multimedia applications (like Sierra games). Win95 is the first

Microsoft Operating System really built for home use.

I hate installing a new operating system more than just about anybody, but Win95 is not just an enhanced Win3.1. Installing it is critical to being able to run the latest, coolest, hottest software around. Isn't that why you bought a computer in the first place?

See you next issue.



Ken Williams

PS: A special thanks to the many people who provided help for this article: Julie Barnes, Jerry Bowerman, Steve Conrad, Mark Engleburg, John Fawcett, Doug Johnson, Kevin Lamb, Mira Lieberman, Lynn Luukinen, Earl Malmrose, Dave McClurg, Terry McHenry, Scott Multer, Don Munsil, Scott Murphy, David Ray, Larry Scott, Chris Smith and many others whose names I've forgotten to list.

The 386, 486 and Pentium are all true 32-bit processors. In addition to being backward compatible with the 286, and 8086. Programs may be written to run on these processors which run in real mode (8086 mode), protected mode (286 mode) or 32-bit protected mode.

Today, DOS uses real mode, while Win3.1 uses 16-bit protected mode. DOS was originally programmed back in the days of the original 8086, and the original version of Windows was programmed for the 286. To this day, DOS still does not handle memory smoothly on computers with more than one megabyte of memory. That's why you have to deal with extended and expanded memory. These are two methods DOS (by switching to protected mode), uses to "get at" the extra memory in your computer.

Win3.1 does a much better job of coping with your computer's memory than DOS. A major flaw, though, is that Windows sits on top of DOS, and uses DOS to communicate with the peripherals attached to your computer, such as a CD-ROM drive or hard disk. Win3.1 runs in "protected mode" which allows Windows applications to directly access memory beyond the first megabyte. Unfortunately, DOS runs in what is called "real mode," not protected mode. This means Windows is constantly flipping back and forth between protected mode and real mode. This slows the whole computer down and

causes the system to be inherently unstable when running multiple programs simultaneously. Also, because DOS applications use protected mode to access RAM beyond the first megabyte, and Windows applications do the same, DOS and Windows applications sometimes trash each other's data. A standard exists to stop this from occurring (called DPMI), but as anyone can tell you who frequently runs both DOS and Windows applications, crashes are not the unusual occurrences they should be.

With Win95, DOS is replaced by a protected mode file system. This allows the computer to run faster. You will start to see new versions of your favorite Windows applications released which have been upgraded to 32-bit. Most programs on the market today use 16 bit code which is slower at accessing memory. Also, 16-bit applications are handled differently than 32-bit

applications by Win95. 16-bit applications all share the same address space, meaning that a program which bombs for some reason can inadvertently trash the memory of another program which is running at the same time. This doesn't happen when using 32-bit applications with Windows 95. Each program runs in its own protected address space. It is almost impossible for an errant 32-bit application to crash your entire system.

By moving DOS to protected mode, the ability to multi-task is enhanced. Have you ever noticed that there are times when your computer refuses to let you task switch, especially during file access, such as when the CD-ROM drive or floppy drive is being accessed? This is because real-mode DOS can not be interrupted. Win95 multi-tasks much better, both faster and more reliably, than Win3.1/DOS.

1 bit	2 bits	3 bits	4 bits	5 bits	6 bits	7 bits	8 bits
2 (on and off)	4	8	16	32	64	128	256
9 bits	10 bits	11 bits	12 bits	13 bits	14 bits	15 bits	16 bits
512	1,024	2,048	4,096	8,192	16,384	32,768	65,536
17 bits	18 bits	19 bits	20 bits	21 bits	22 bits	23 bits	24 bits
131,072	262,144	524,288	1,048,576	2,097,152	4,194,304	8,388,608	16,777,216
25 bits	26 bits	27 bits	28 bits	29 bits	30 bits	31 bits	32 bits
33,554,432	67,108,864	134,217,728	268,435,456	536,870,912	1,073,741,824	2,147,483,648	4,294,967,296

INQUISITION 2000

THE VOICE OF GENERATION Y

Phantasmagoria is a state-of-the-art game involving all the most recent

technological advances; most of which I witnessed! *Phantasmagoria* is all live action (meaning we have actors instead of drawings), shot on a blue background. Over the summer I worked in the studio and saw everything that went on. (Except for one scene

which I wasn't allowed to see.) Once a scene was shot they'd erase all the blue and put the actors in a computer generated background.

My job in all of this was mainly to mop up blood. And my, it was sooo exciting. It was fun watching the events leading up to the blood spilling. The worst (best) was probably when Tori (the lead actress) had to have her head chopped in half with an axe. They had to make a fake head filled with brainy stuff to achieve this. They set it up with pumps pumping blood into it. Then they attached strings to each side of the fake head and pulled. What followed

was a rather slimy and unsettling sight. Unfortunately for me (I had to mop up the mess), Mark Seibert, the project manager, didn't think there was enough gore so they redid it, but this time pumping harder. This left me with a red spot twice as large as the original.

The main problem with theater blood is that it is made out of sugar, water, and dye. It's not only incredibly sticky, but it also attracts ants. So if you didn't get rid of the stuff fast enough then you were going to have trouble. I personally didn't, but the actors would sometimes get it in their hair. As they ran to the shower, with it dripping all over, ants would attack. After two weeks or so we hired an exterminator and luckily that worked. But there was still another problem: it seems that blood and blue paint combine into one single body. So every time we mopped the floor we brought up all the paint and had to repaint it, then wait ten minutes.

Of course we had problems other than the blood. The most significant was that the actors had no set with which to interact. Every time one of the actors sat down we had to build a chair, in blue. Every time they went through a door we had to make a blue door. What made it harder was that the objects had to line up with what was on the screen. The worst of all of these was stairs. Stairs just plain suck. If the camera was placed too low then it would shoot over the stair and you wouldn't see the right amount of step. To fix this, we'd have one step be maybe six inches higher than the previous but it would be four feet away! When we would shot it, it looked rather funny to see a perfectly healthy person have a hard time walking up three steps. In real life they we're trying to jump four feet and make it look like they were

**How
did
YOU
SPEND
Your
summer
vacation?**

**Chris
spent
His on
the set of**

PHANTASMAGORIA

walking. So after spending half an hour setting up a scene Peter (the director), would decide we need to raise the camera and reset it. At first this was okay, but after two months of 10 to 12 hour days—usually without breaks on the weekends - it got rather tiresome. (Not you Peter, just the labor.) So after all that work you'd better buy this game! [smile]

Now that you've heard my whining, I'll tell you the story. A young, newly wed, and influential couple have just bought an old mansion. Don (David Homb), is a photographer and Adrienne

(Tori Morsell), is a writer. They wanted to be in some quiet, scenic place, so this was perfect. So they chose this mansion off the New England coast on a small island. It is connected to the mainland by a narrow bridge. There is, of course, a small town nearby. This is where you come in. You are now Adrienne and want to live through the game. So you explore the house, except for one room which your husband told you never to go in, though he did give you the key...Oooops sorry that's *Bluebeard*. You have free reign of the entire house so you explore. You poke into various things, one of which you probably shouldn't have...but I don't want to give too much away. I'll just leave you hanging in suspense.

So you go on with life doing your usual things. Then out of nowhere Don flips out because you were in town. Just because he thinks the town people are slime (figuratively) and hate him, or some such thing. After that everything basically goes downhill, Don gets mad at every little thing you do. Until finally he goes and...

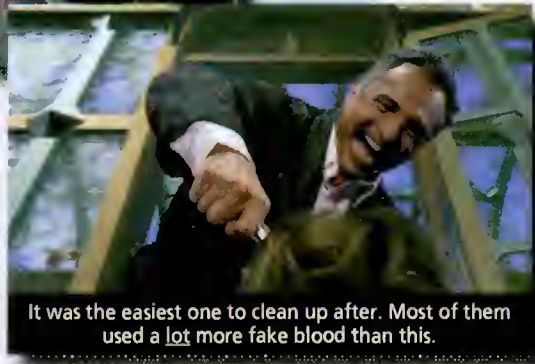
Thought I would tell, didn't you? But also during this time you start having visions of the last people who lived here. And you're just going to have to buy the game to find out what's next.

Now a little bit about the actors themselves. The main actress is Tori Morsell, who is a babe (which is one reason to buy the game). But that's not

the reason she got the job; she's a very good actress. Man, can she scream! If they did a good job recording those screams then the game's a guaranteed success. The second most important actor is David Homb and he's really cool. He was a perfect pick for this role (in fact I think that they all were). He has the right look.

The other major actors, in order of when I met them, are as follows: Marie, played by Traci Clason, unfortunately I only met her

This is one of the few murder scenes that the InterAction Editors would let me put in the magazine



It was the easiest one to clean up after. Most of them used a lot more fake blood than this.

for maybe a day, possibly two. Carno, played by Robert Miano, he's a very funny guy, during one scene his face was all burned up and he had a pipe sticking through him. All of a sudden he just started singing Mammy. Harv is played by Hoke Howell. Hoke is a veteran actor, so when he was playing a store keeper you just wanted to walk up to him and ask how much an item was. Lou is played by Stella Stevens. Stella starred in *The Nutty Professor* with Jerry Lewis, like Hoke, she is a veteran. Harriet, played by V. Joy Lee, was also very funny, which in combination with her character gave everyone a hard time. That's because we're not allowed to make noise while shooting, so we had to sit there trying as hard as we could to not laugh. Cyrus is played by Steven Bailey. He had Cyrus down pat (Cyrus is a big, dumb oaf). Once he started to act out a scene from *Hamlet* in Cyrus-mode, it was the funniest thing I ever heard. Bob (the realtor) was played by Geoff Pryser. Geoff, like Steve, was a master at his character. (His character being the embodiment of slime.) We had the same

problem with him as we did with Joy. Malcolm, played by Douglas Seale, is a veteran actor, and very good at his job. If you want to see him in something else he's in *Amadeus* (he whispers into the Archbishop of Salzburg's ear), and if you want to hear him he is the Sultan in *Aladdin*. Mike, played by Carl Neimic, was like the others a great actor. The thing I remember most about him was that he used to walk around the stage between scenes with an axe sticking out of his head. It was really quite funny.

As I mentioned in the first paragraph there are lots of new things in the game. The most important of these (as it enabled me to write this article), is a feature which edits out any parts we're not supposed to see. The original version will be denied to you unless you know the code. Plus they have removed the multiple cursor (the hand, eye, walk, etc.), and now you have an all-in-one. All the backgrounds are rendered (unlike *Donkey Kong* which claims to be fully rendered). Instead of having to go for the bar at the top of the screen when you want an item they're now all conveniently placed on screen (also rendered, and in fact you can bring them up

individually and turn them any which way). As I said before, all the action was filmed not drawn.

There's this season's article. I hoped you liked it, or more importantly that you like the game. See you in a few months.

Chris Williams #4



NEWS NOTES

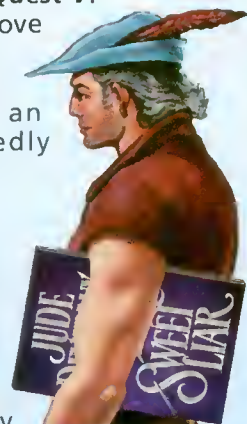
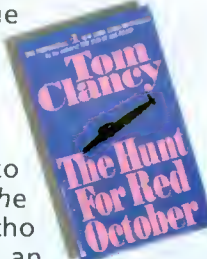
NOTES

ABC

SIERRA SIGHTINGS

Have you seen Sierra somewhere unusual? Three alert Sierra fans answered that question posed in our last issue with winning responses. It seems we've been sharing the spotlight lately with movie stars and characters in popular fiction and advertising.

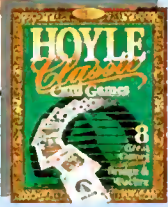
Joel Graff of Baileyville, Illinois found a reference to our humble company in Tom Clancy's best-seller, *The Hunt for Red October*. Sunny Lu of Rancho Palos Verdes, California wrote that an ailing character in Jude Deveraux's book, *Sweet Liar*, eased her pain by playing *King's Quest V*. And the vigilant David Ko of Grove City, Pennsylvania sent us an ad for Gateway computers that referred to "Leisure Suit Joe," an obvious knock-off of our belovedly ineffectual "Leisure Suit Larry."



GATEWAY2000

In addition to these "Cultural References," look for Sierra's *HOYLE vol. 2 Book of Games* in the new romantic comedy *Speechless* with Geena Davis and Michael Keaton.

Never at a loss for words, we're already drafting our acceptance speech for the Academy Awards!

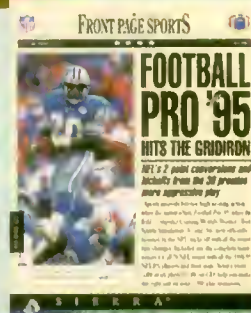


For their efforts, these Sierra super-sleuths each win a gift certificate for a Sierra game. Congratulations, folks ... and please continue to track down Sierra references, no matter how bizarre or obscure! Send them to the attention of *InterAction Magazine* ATTN: Cultural Reference Contest, P.O. Box 53008, Bellevue WA 98015-3008.

Super Bowl XXIX: 49ER'S 47 CHARGERS 17?

CLOSE CALL ... BUT GIVE THE CIGAR TO A JERSEY MAN

Only the infamous Gatorade dunking and a couple of other glitches prevented Charles Redkoles from predicting the correct score in San Francisco's 49-26 victory over the hapless Chargers. Despite the near-



miss, Redkoles claimed victory in our wildly popular Super Bowl contest to win an all expense paid trip for two, at the stadium of his choice, for the 1995 NFL season opener.

As the network cameras and the 49er team watched Niner coach George Siefert get doused by the Gatorade, the Chargers strolled off with a virtually uncontested and unnoticed six points. Take away that unearned TD and go wide right with an extra-point or two and Redkoles would have nailed the Charger score dead on. The Carney's Point, New Jersey college student was only two points off the 49ers total; a deviation that can be blamed on favorable wind conditions at Joe Robbie Stadium in Miami.

"I want to go to the West Coast and see the best team play," said the elated Redkoles. (Hint: This team's stoic coach got a sideline bath, allowing its Super Bowl opponent to purloin an unwatched, unopposed TD.)

Redkoles out-prognosticated some 2300 contest entrants. Very few contestants predicted the Chargers would play in the Super Bowl, a forecast that TV moguls wished had come true.



Free
Software Add-On Makes Outpost Even Better

Download it now!



Now available on CompuServe, America OnLine and The Sierra BBS, you'll find a free software add-on you can download to make the already great game *Outpost* even better.

Adding two major options that *Outpost* players have demanded since the first release of *Outpost*, this free downloadable software adds the ability to build monorail systems and also to engage in trade with other colonies. The new software also adds tools like the Robot Control Command Center and Sub-AI computers that the player can use to control *Outpost*. These features make the game easier to control as the simulation becomes more complex, and thus make *Outpost* even more fun to play.



To download the free *Outpost* add-on software: Check out the new Sierra Forum on CompuServe GO SIERRA or use the Keyword SIERRA on America OnLine. Download the file **OUTP15.EXE**. Or, to avoid on-line service charges, download the add-on software from the Sierra BBS at (206) 644-0112. You'll find the patches in the patches library (of course!).




If you don't have a modem, fax us at (206) 644-7697 or send your request by mail to: Sierra On-Line, Patch Disks, P.O. Box 485, Coarsegold, CA 93614-0485. Make sure you request the *Outpost* version 1.5 update.

Important Note: When you download the new add-on software for *Outpost*, remember that your colony may not instantly be able to use the advanced features that the free software makes available. Keep checking in and encouraging your colony's Research and Development operations. Eventually, you'll hear your AI say "You've made a bold new discovery." Next check out the results in your lab.

And the winner is...

Congratulations to Nicky Jones (age 7) of Cincinnati, Ohio who sent in the winning entry *KidBytes* for the name of Sierra's special newsletter just for kids! *KidBytes* is a clever use of words. A byte is a computer term that names the simple elements that help computers communicate with each other and this newsletter helps us communicate with kids. The judges were very impressed!

It wasn't an easy job. Our mailbox was stuffed with entries and our panel of judges read every one of them. They reduced their choices to these semifinalists:

- 
 - Bright Ideas
 - Kid's On-Line
 - The Bright Stuff
- 
 - Bright Times
 - KidBytes
 - The Sierra Siren
- 
 - Flash Byte News
 - MicroChat
 - Yobi Yaks

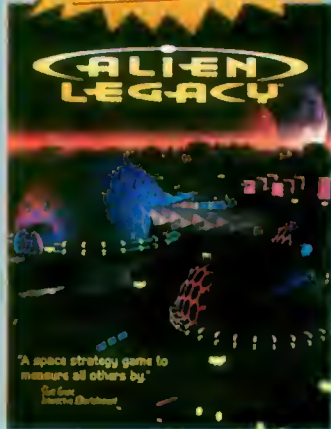
From this list, our judges spent many hours deciding what name best suited this newsletter. So, congratulations again to *Nicky Jones* and to all of the other finalists (who each received their choice of Sierra software). Also, thanks to all of you who sent in an entry. The judges had a tough job choosing from all the creative entries; there were so many great ideas sent in. We now know where to go if we ever run into another creative stumbling block!

To receive *KidBytes* (the special Sierra Newsletter just for kids), send in your product registration card from any Sierra Discovery Series or Talking Tutor game.



UPGRADE ANY DISK-BASED PRODUCT TO CD FOR ONLY \$15.00

Now Available on CD



Real Voices, Superb Graphics and Other Amazing Features!

Ever bought a game on disk only to find a full multimedia version on CD available? This is probably a common occurrence for any gamer owning a CD-ROM drive.

Well, if some other company made your disk game or educational software, you would be out of luck. If you own a Sierra game, you can now upgrade it for just \$15 per product. This price includes the new CD, all necessary documentation, and all shipping and handling if you're in the U.S. or Canada.

Or if you want to upgrade any time within your 30 day no-risk return period, there is only a \$5 shipping and handling charge.

Remember CDs won't suck up your hard disk memory, they're easy to install, don't take up much space in your cabinet, and are practically indestructible. Is \$15 to big a price to pay for a whole new world?

Conditions:


1. Sierra accepts only original game disks. Copies are not acceptable. Send disks to: Sierra On-Line CD Upgrade PO Box 10 Coarsegold, CA 93614, for more information, call 1-800-757-7707.
2. Shipping is via the US Postal Service. Express delivery charges are extra. This can change at any time.

THE SIERRA SHOPPER'S SAFARI WINNER!

ALBUQUERQUE WOMAN OUTFLANKS HORDES OF SHOPPERS TO BAG MULTIMEDIA PC

Amid the Santa Clauses, Christmas-carol Muzak, and glassy-eyed toddlers, thousands of Sierra gamers went on Big Game hunting expeditions through the shopping malls of America this holiday season. Lured by the promise of a Multimedia PC or one of a thousand limited edition 15th Anniversary Sierra T-shirts, Sierra fans answered the call to track down our games at local software stores. Once they cornered their prey, the determined shoppers had to find (on the boxes), the answers to 12 questions we posed in the last issue of *InterAction*.

Nancy Bruch of Albuquerque, New Mexico earned the PC when our peerless editor cleverly plucked her card out of a hat.




LOOKING FOR A FIGHT?

CompuServe Can Help!

Looking to find other *Battledrome* players willing to go head-to-head with you in your area? Now you have a place to post your *Battledrome* challenges and do modem battle with players across town or across the country.

Those interested in modem-to-modem gaming can find a whole forum devoted to their interest on CompuServe. Already, *Battledrome* users are finding their way to the forum, looking to test their skills against worthy opponents. To access, type GO MTMGAMES.

If you would like to try CompuServe, and get 10 free hours, call 1-800-524-3388 and ask for Representative 461. (Tell 'em Sierra sent 'ya.)



Check Out These Special Limited Time Offers From Sierra!



FREE Legends & Stadiums Expansion Disk*

Retail Value \$34⁰⁰

Get the Baseball Legends & Expansion Disk FREE with the purchase of Front Page Sports: Baseball. Play baseball with some of history's best players at some of the all-time greatest parks! Create the perfect season. Don't worry about contract negotiations or labor strikes, they can't happen! **See details on back.**



S I E R R A

Offer expires 5/31/95

*Shipping and handling \$5.95 extra



SAVE \$5.00

when you purchase **Aces of the Deep** by Sierra. Take command of a German U-boat, stalking the enemy in a war where the hunter quickly becomes the hunted. **See details on back.**



S I E R R A

Offer expires 5/31/95



FREE Kings Quest Strategy Guide

Retail Value \$14⁹⁵

when you purchase **King's Quest VII**. Plunge headlong into a legendary tale of magic and enchantment the whole family will love. **See details on back.**



S I E R R A

Offer expires 5/31/95

*Shipping and handling \$1.50 extra



SAVE \$5.00

when you purchase **ANY TALKING TUTOR SERIES** game! Choose any of the popular six games including: Alphabet Blocks, Early Math, Beginning Reading, Kid's Typing, Spelling Jungle, and Spelling Blizzard. **See details on back.**



S I E R R A

Offer expires 5/31/95

Check Out These Special Limited Time Offers From Sierra!

TO RECEIVE YOUR FREE COPY OF LEGENDS 5 & STADIUM 5 EXPANSION DISK. 1. Return this original coupon, along with your original store receipt and UPC bar code from the game package. No photocopies of coupon, sales receipt or UPC code accepted. Enclose \$5.95 to cover shipping and handling. 2. Enclose everything in an envelope and send to: SIERRA COUPON PROMO, P.O. Box 53008, Bellevue, WA 98015-3008. 3. Valid until 5/31/95. 4. Please allow 3 to 4 weeks for delivery. Offer # 495L5C

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TO RECEIVE YOUR \$5.00 TALKING TUTOR REBATE. 1. Return this original coupon, along with your original store receipt and UPC bar code from the game package. No photocopies of coupon, sales receipt or UPC code accepted. 2. Enclose everything in an envelope and mail to: SIERRA COUPON PROMO, P.O. Box 53008, Bellevue, WA 98015-3008. 3. Valid until 5/31/95. 4. Please allow 4 to 6 weeks for delivery. Offer # 495TTC

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**CANADIAN ADVENTURERS CAN NOW
CALL FOR SIERRA GAME HINTS
24 HOURS A DAY!**



Until recently, Sierra Adventure game fans north of the border couldn't get game hints by phone. Now, with a little help from *BFD Productions*, that's changed. Starting March 20th, Sierra gamers will be able to get hints on all Sierra games 24 hours a day, 365 days a year. Just pick up the phone and call 1-900-451-3356 any time. The cost is only \$1.25 (Canadian) per minute. Sierra gamers under 18 should get their parents permission before making any calls. ●●●●●●●●●●



**SPOKEN LIKE
A WINNER!
SIERRA'S BERLITZ
LIVE! SPANISH.**

The reviews are in and **Berlitz® Live! Spanish** is a hit. Recent awards include:

- CES Winter '95 Innovations Award
- CDRom World Top 100 CD-Roms
- Mac Home Journal Top 50 CD Roms



The critics also approve:

"Stunning artwork, interactive dialogues, well-chosen phrases, quizzes, and folk songs make **Berlitz Live! Spanish** an entertaining and useful tool for business travelers."

- *PC Magazine*

"...brings the highly regarded Berlitz language instruction methods to the computer age." - *The New York Times*



Sierra, the worldwide leader in multimedia development, seeks test sites for the next generation of learning systems for grade school children.

Attention teachers, learning center or library administrators, and most of all parents! Sierra needs your help to put the finishing touches on a revolutionary, new learning system for grade school children. We are looking for test sites for our innovative Adi system, an exciting development in educational software for school age children. This pioneering learning system is especially designed to supplement the class curriculum in Math and English for grades 2 to 5. Parents - if your children have a tough time with these subjects, you may qualify to use the Adi software in your home. For educators and librarians, this presents a unique opportunity to have your voice heard during the development of a new generation of educational software.

Yes, I would like to help build the next generation of learning systems for grade school children!

I am at:

- Teacher Parent
 Learning Center/Library Administrator
 other.

I work with Children in the following grade Level(s): *(Check all that apply)*

- Second Third Fourth Fifth

My Computer System is: *(Check all that Apply)*

- Video Card VGA SVGA
 Computer System 386 486 Pentium (586)
 Memory 4megs 8meg More than 8 meg
 Storage Device 3.5" Drive Hard Drive CDROM Drive

I belong to the following On-Line Services: *(Check all that apply)*

- America On-Line CompuServe Internet Access No access

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I am over 18 and not affiliated with any competing company

Signature _____

Date _____

Send to: *InterAction Magazine* Attn: ADI Testing Effort P.O. Box 53008 Bellevue, WA 98015-3008

**Hot off the
press**

~~Your Invitation to
Explore a Classic Cartoon
World of Wondrous and
Wacky Proportions.~~



YOU'RE DRAFTED!

greetings and salutations, my friend, from the City of Vlurkxtrznpsnel on the Purple Hill, planet Earth, dateline 967 A.B.B. (After the Big Boom. 7,824 in Boozook years.) On behalf of the Council of Boozook Wisemen, I have used our society's final allotment of precious Past Formulae to travel back here in time in my Tobozon expressly to meet you at this very spot. Or was it over here?

The perilous mission for which we summon you is not without considerable danger, intrigue, brain-teasing puzzlement or outrageously hilarious hijinks of the first order. But as an interactive gamer, I know you thrive in that kind of environment. We are therefore placing the future of our world, and the survival of the entire Boozook civilization in your hands. How you apply your ingenuity, intuition, and powers of perception to navigate the landscape of our strangely wonderful world will decide our fate.

Several centuries from now, I, professor Azimuth, will have made the discovery

of the ages and unraveled the secrets of aging and time travel. Yet, by the time you read this, I will have been barbarically kidnapped and held prisoner by our City's lame-brained President and

his #2 strong man, the merciless Bigwig. I beg of you! With your stalwart dedication and fierce problem-solving prowess, there is still a sliver of hope. We can thwart our unscrupulous dictator's vile attempts to squash our peoples' last hopes for freedom and protect the survival of an entire race of peace-loving, kind and wise Boozooks. To succeed, you must help young Woodruff find me here in the City and avenge the savage acts committed by the oppressive regime now in power (including the brutal assassination of young Woodruff's very own, one...and only...Teddy Bear).

HARNESS A MYRIAD OF POWERS & SOLVE A PANOPLY OF PUZZLES.

Controlling the fate of young Woodruff and the entire Boozook species, you will see, hear and utter many strange and bizarre iterations in your travels. Can you pronounce "Poohsmurgle?" (See *Can You Speak Boozook?*?) You will witness events which fly in the face of logic or common sense, be invited to partake in a host of strange and exotic



**By Professor Azimuth
(as transcribed by Larry Sivitz)**

local customs, and be challenged at every turn to match nerves and wits in brain-teasing games of skill and wagering. You will rudder Woodruff's frothy path to restore power and dignity to the Council of the Boozook Wisemen by finding and remixing the Nine Sacred Syllables into potent

earth. During your epic quest, the true identity of the Schnibble may be revealed to you as you unravel the enigmas of your new world. (I could print it for you here and now, but then I'm afraid, after memorizing it, you'd have to eat this page.)

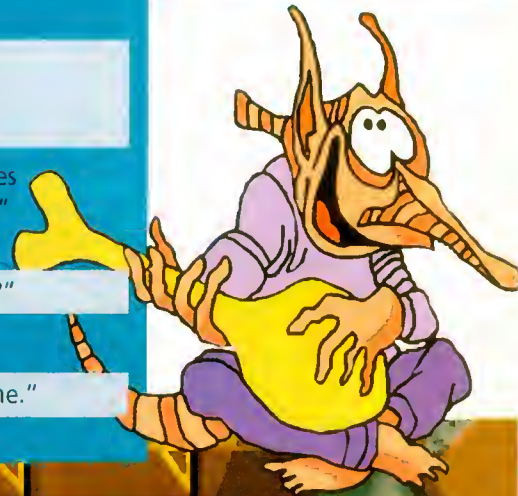
Your transport vehicle will be a round disk of glass reflecting many colors. Watch for it. It will be arriving this Spring!

Wonderplatz to you! /A.G. Azimuth,/BS MDAB GHE XXZOP



Can You Speak Boozook?

Boozook	Rough Translation
"It zlots."	"It sucks."
"Schnaplure the boozooioli."	"Pass the salt."
"Tune the Coh Cott Heart-to-Body on the Tobozon"	"Watch T.V."
"Cleftmek the Pikholz on my Burker."	"Hold the pickles on that Burger."
"Ripple my zipple."	"You don't say?"
"Ahh-choo!"	"Thank you."
"Gezundheit!"	"You're welcome."



Boozook formulas. Along the way, you may claim your rightful share of the Master's Bag of Powers each so overwhelming it may cause you to forget all about the little people you meet on your way to the top.

THE ONE WORD YOU MUST NEVER FORGET: *Schnibble*.

Along the gauntlet of perils and pitfalls that afford safe passage to only the most cunning and courageous crusaders, you will learn the legend and the power of the Schnibble, a force so awe-inspiring and supernatural that you might never have envisioned it in your most fantastic dreams. The mysterious Schnibble is a being as gentle and benevolent as can be found, outside or inside the hardened crust of spice-blackened



BOOZOOK HISTORY: A Time Capsule



Thanks for the
Memory

0 BB (Big Boom) Was it insanity, gas, or just an honest “oops” that caused the humans to leave their world a smokin’ pile of ashes? No one can say. One thing was for sure. There were far fewer humans on hand to say “Make it go boom, again.”

766 AB (After BOOM) For centuries, the humans took refuge underground in subterranean vaults, perfecting among other things, the art of the mud bath.

768 AB The humans surfaced to found (ed. note: does he mean found, as in to found a new society?) Or is it a typo for find?) their world overgrown by dense jungle vines. In a far-off corner of the greenery the humans found something even more surprising, a city of the great Purple Hill, built and inhabited by the gentle, peace-loving Boozooks. The Boozooks are a peaceful people because they possess the knowledge to channel all Evil Spirits and seal them away in a scared (ed. note: does he mean sacred? As weird as this is piece is—one never knows) container, the Chprotznog.

.01 GB (The Great battle) Armed with spitballs, water balloons and stink bombs, the humans reclaimed their rule over the planet in the Great Battle.

3.4 GB The Chprotznog disappear during the plundering of the Boozook residences in the Great Battle.

4 AGB An epidemic loss of memory afflicts the Boozook Wisemen and makes them forget their syllables while rendering the King a blithering imbecile.

4.2 GAB The surviving Boozooks (downtrodden and more than a bit cranky about the whole Great Battle thing), remain in the city as underdogs.

9.35 AGB Professor Azimuth discovers the powerful, mythical Schnibble.



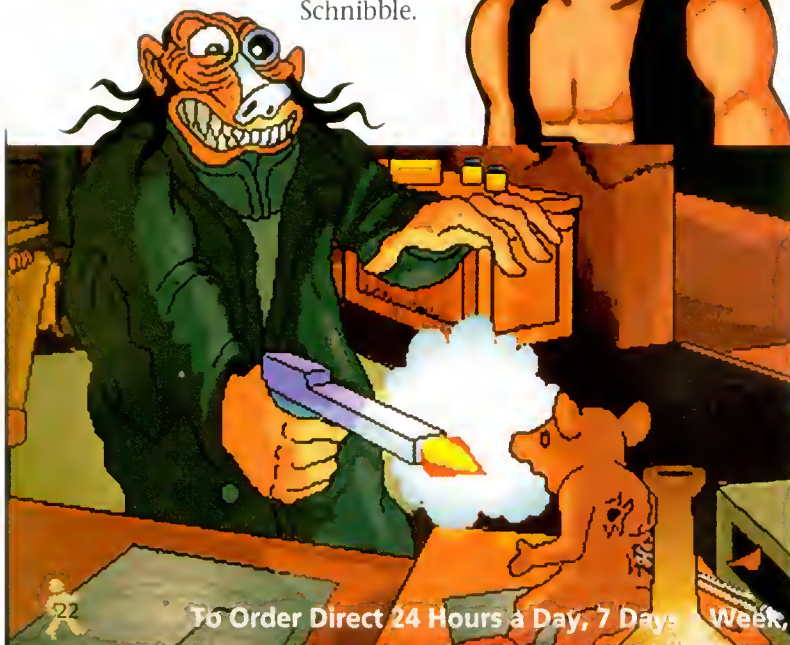
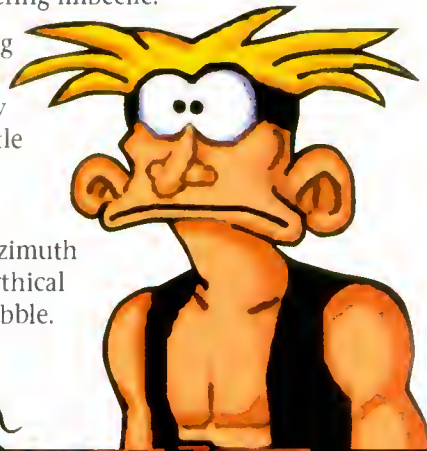
Imagine your brain is a 6.2 hexabyte hard drive (or, for you left-brain/right-brain proponents, an array of two 3.1 terrabyte drives) containing every last sector, block and fragmented bit of information since the dawn of recorded history. Your short term memory

would contain the box scores of every Major League, NFL, NBA, NHL, college, high school and pee-wee ball game ever played, every word ever recorded by Elvis Presley, and the exact whereabouts of every sock that has ever been transported to another dimension by a diabolical clothes dryer. Your long term reminiscences would recall the precise shade of crimson in the first cave drawings, the earliest known recipe for barbecued bison and the first utterances of every vowel sound and consonant. (What was the name of that fashionable



Zinjanthro woman who started carving letters and invented the wheel? “Oh, yeah, Vanna!”) This neural networked database holds the DNA of civilization, the blueprint of the cosmos, the capital “I” in IQ. Now imagine your megamind is suddenly (in a blinding flash of heavily bleached white light) wiped clean as the spectral underbelly of a CD platter. Everything in your mind’s disk is replaced with just one piece of data, a single, random thought: Schnibble!

This is the destiny of one, young Woodruff who goes from knee-high protégé in the laboratory of Professor Azimuth, to one, oversized adult specimen with a “Schnibbled” one-track mind in the span of just 2.5 seconds. You help Woodruff defragment his Vibeltrofzer mind and get his data (along with his world), back on track in the most hilarious CD-ROM ROMP of the year. *The Bizarre Adventures of Woodruff and the Schnibble* is the sci-fi, cartoon world tragic-comedy that is 44% profound, 100% zany and spinning into a CD-ROM drive-in near you.



Meet the
maker

GET READY FOR THE NEXT BIG THING!



SPACE QUEST 6: THE SPINAL FRONTIER

ROGER
WILCO™

A VISIT WITH SCOTT MURPHY

Scott Murphy was the twisted genius behind much of the satire found in Space Quest 1 thru 4. His sarcastic wit was sadly MIA from the fifth episode of the popular comedy game series, but now he's back for more.

Whatta Sucker!

We caught up with the Murph as he was recovering from some virus or other, so while a conversation with Scott is normally a laugh a minute, this one was snort...We'll apologize in advance.

What happened to the "Two Guys From Andromeda" that used to do Space Quest development together?

SM: I'm not sure if it was a personal hygiene thing on my part, but Mark Crowe headed upwind to Eugene, Oregon. Mark Crowe did the design for *Space Quest 6* up there at Dynamix, and I didn't really want to get soggy so I stayed here. After Mark realized that *Space Quest* games just aren't as much fun to make without me around, he turned his attention to *MetalTech* games instead.

So how'd they rook you into doing another Space Quest game?

SM: I was young and stupid...I didn't know that it was illegal to do that with a llama...they had pictures. Seriously, I got back involved with *Space Quest* when we did the Collection last Spring, and I realized how much fun it was to spend all day knee deep in all the surreal silliness that is the *Space Quest* universe. Working with a team of merry pranksters on a caffeine high after too much coffee—it's a lot like returning to preschool—only the hours are longer. I really like





Designer Scott Murphy (Front Row Center-ish) scoured the Earth to find a design team with enough gall to produce the sarcastic, satirical Space Quest 6. Don't hate them because they're beautiful.



Scott Murphy claims that he "really relates" to Roger Wilco despite the fact that he isn't blonde, isn't a janitor, and only spent one night of his life in outer space.* Does he really think we buy a line like this?

(* Something about college and the CIA. Don't ask.)



It's the lair of the Wing-ding Commander. He looks like some sort of weird mutant cross between the Cowardly Lion and Toto. Again, don't ask.



Much of Space Quest 6 is based on real historical events. Here Roger makes a mid-1980's visit to Ronald Reagan's colon.

where the story is going, too. I was something of a fan of the old "Fantastic Voyage" movie where they inject Racquel Welch—and an even bigger submarine—into a human body. The idea of a janitor loose in the same situation has serious possibilities. I also liked the idea of slapping around Windows and that abstract "info Highway" thing. I have no trouble thinking about myself in an orange vest cleaning up trash on the side of the info highway...It's just the offbrand way my mind works.

You have a reputation for being cocky since your games have been so good. Do you fear competition from any of the new games you see coming?

SM: Well, at first I was spooked about Roberta's new one, but later I decided that players will certainly get a scare from *Phantasmagoria*, but that I'm not spooked. I think *Space Quest* and *Phantasmagoria* kind of compliment each other and I expect *Phantasmagoria* will inspire a lot of *Space Quest* sales.

How did you come up with that idea?

Well, I figured it out one night after I'd caught *Night of the Living Duds* on TV. I was freaked out kind of horribly, and I couldn't go to sleep because I knew that the monsters under the bed would eat me, so I ended up watching *F-Troop* and *Gilligan's Island* reruns on cable the whole rest of the night. With that in mind, I'll tell players now, *Phantasmagoria* is a shorts destroyer. It's a three Pamper game at least. You won't be sleeping any time soon once you get it, and *F-Troop* hasn't gotten any better with age, so play *Space Quest 6* instead of watching TV. You won't be sorry. That's my pitch. Think it'll sell any games?

So you think that the comedy of Space Quest 6 will be a sort of antidote for the horror of Phantasmagoria?

You betcha. *Space Quest 6* is a funny game. You'll forget all about the really scary stuff in that other game – in fact, it might be the only way you ever get back to sleep after *Phantasmagoria*. Maybe we should put that on the box.

Have you played Phantasmagoria yet?

SM: No, but I saw the movie. Seriously, just outtakes. There's this whole weird cult following at Sierra of people who can't wait to see what the next thing is that winds up on the cutting room floor, and if that footage is any indication, I'm going to be watching a lot of *F-Troop* soon. I don't know too much about what will make it into the game, but I can definitely say that I'd pay mega-buckazoids for a certain pumpkin color blouse.

Why the subtitle: "The Spinal Frontier." This is mostly a satire of video and computer games isn't it?

SM: It's actually kind of hard to tell you what this game targets in the way of satire really...video and computer games, certainly...also vital organs and various bodily fluids. We take a poke at certain bodily orifices too—but only ones that can be discussed in polite conversation since kids will be playing. We also take shots at Al Lowe's forehead...Life. Death. Taxes. The whole of the known universe really, which means a lot of space so *Space Quest* is still a good name...*Spinal Frontier* was somebody's idea of humorous since a good part of the game takes place in the body of a corpsman named Santiago. We all wanted to call it "Where in Corpsman Santiago is Roger Wilco" but lawyers seem to lack humor about things like that...My next choice was *Roger Wilco and the Colon of Doom* but I eventually gave in and

What did you expect a janitor's cabin to look like? (We hear that mechanics don't work on their own cars either.)



called it *Spinal Frontier* because it reminds me of *Spinal Tap*. That's one of those bizarre movies I can really relate to.

The "Where is" name is an obvious poke at the popular educational series. What other computer and video games do you satirize?

SM: Well, there's a pretty good send-up of the game *Street Fighter 3* called "Stooge Fighter 3." The contestants are Big Mo, Larman and Coily and they fight in a slapstick way. There's also some pretty good running gags that target the character from *Wing Commander III* that looks like a big cat. We put a kitty litter box in his cabin. Care to guess where you'll find the Captain's Log?

We can guess. So your basic style of humor hasn't changed then?

SM: I don't know about that, there's a lot of new thinking in this game. I won't say I completely walked away from the obscure 2001 references—that movie was so cool and so weird that it stayed with me—and I take potshots at *Star Wars*, *Star Trek* and whatever, but there are also references to games like *Mortal Kombat* (More Dull Combat) and I've even got an obscure O.J. reference in there that no one will ever find.

Ever get anyone mad at you?

SM: Well, the various past lawsuits against *Space Quest* are something of a legend, so I guess so. You know, lawyers are like life insurance salesmen but without the sense of humor. We've made a lot of fun of Roberta Williams over the years, but she doesn't seem to care so that's not any fun, and maniacal ScumSoft President Elmer Pugg was patterned after Ken Williams...Gee, I hope Ken doesn't read this.

We ran out of Space Quest art so this is a screen from Leisure Suit Larry 17: Larry Visits Uranus. (That Al Lowe, he's such a card. How does he keep coming up with witty and original stuff like this!?)



We won't tell him if you don't.

SM: Yeah, I doubt he'll read this.

What will the marketing guys forget to say about Space Quest 6?

SM: We tried very hard to make a game that players of all ages will enjoy on their own level. There's some jokes in the game that only kids will understand, like the stuff that parodies the *Carmen San Diego* games—adults and teenagers don't play them, just kids. The video game stuff won't be as amusing to adults as it will be to the teenagers, and we've hidden lots of jokes in the game that adults will understand but that will go completely over the heads of anyone not old enough to pay taxes. It's kind of an interesting mix, but it seems to work.

Final question: When can we expect to see "The Spinal Frontier" in stores?

SM: Well, about a year ago, we were saying it would ship "Just in time for Christmas." Then we started saying "Shipping in January—Just in Time To Miss Christmas." After that, we started the line "A Great April Fools Day Gift for the Fool in Your Life"...We're taking our time to do it right. Our goal is to blow more product release dates than any prior Sierra game—an ambitious goal I assure you. Our latest motto is "Makes a Great Gift for Mom on Father's Day—an even better Graduation Gift. Watch the Back-to-School ads this Halloween for our special Thanksgiving offers. Makes a great Christmas present."

You missed mentioning Easter.

SM: Of course we didn't mention Easter. That would be silly.



More taste-less people when you dine at Mr. Soylent

Okay, so they don't look so attractive now. We bet you'll change your tune around closing time.



No white broncos in this parking lot. No way. No sleezy O.J. jokes in Space Quest. Not here. Uh-Huh.



This is Howser with Corpsman Santiago. No, we didn't steal Howser from that other show. Does he really look like a doctor to you?



**Coming
soon**



PLAYTOONS

The Creative Advantage

Kids love to make up stories, draw pictures, and create their own little worlds using their imaginations. Unfortunately, because most children aren't art school graduates (and they still have a few things to learn in the way of spelling and vocabulary), they often can find themselves feeling limited—or even frustrated—with their ability to express themselves. Wouldn't it be nice if every child could find a way to express his or her imagination in a manner as colorful and brilliant as we all know our children are?

Now from Sierra comes *Playtoons*, a complete collection of interactive books and storytelling tools that will allow

children to express themselves in a fun and exciting way. The first volume *Playtoons: A Visit With Uncle Archibald*, will be released in May, and a complete line of four additional *Playtoons* volumes will follow throughout 1995.

Just what a child's imagination ordered

Designed to be easy and fun to use for children 6 to 12, *Playtoons* combines an innovative and interactive talking story book with a toolbag full of special animation and graphics tools. Each volume offers the child a series of excursions in the realm

of the imagination. The child reads, listens and is lead into a thrilling or hilarious story. In every screen the child can activate multiple animations which are full of laughs and surprises. Humor is omnipresent, the scenarios are funny, the graphics are comic and the characters are zany. In addition to the text that the child reads, is a narrator who tells the story in minutest detail. Various sound effects and music accompany the different stages of a scenario.

If this was the extent of *Playtoons*, it would only be as good as many of the talking story software that has become popular in recent years, but where these products end, *Playtoons* begins.



Create a story where the nasty monster in the washing machine gets a terrible case of heartburn!



(BOOM!) Maybe someday the monster will be able to get Alka Seltzer in your story—but not this time!

By Nancy King

Playtoons is a living story!

Click on the items on screen to watch them come alive! It's a great way to interact and have fun with good fiction.

A Toolbag full of Story-Making Tools

The easy-to-use toolbag in *Playtoons* provides everything children need to change the *Playtoons* stories included in the package; or even create their own animated interactive worlds on the computer screen. It can be used to add animated or non-animated objects to story book worlds, and allows children to transfer characters from one story to another. The child becomes both the reader and the author with each volume—enjoying the stories and having the ability to create new ones.



"We caught a monster in the kitchen, going through the refrigerator. He was not very tidy, either. The monster was making an awful mess."



"He said he was looking for chocolate sauce. He liked chocolate sauce, he said. Specifically he liked to eat little boys covered in chocolate sauce."



"Before we could escape, we found ourselves completely surrounded by monsters of every shape and size. They didn't play very nicely."



"Good old Uncle Archibald will save us from the monsters though. He knows exactly how to keep the monsters away...Or does he???"

Dreams become Real

The *Playtoons* toolbag includes many wacky characters that the child can use in his or her story. They all have unique

personalities and love to show off. For instance, if a child selects a shy character and places it in a story, the story will remain mellow and tranquil for as long as that character is alone. If the young author decides to get bold, a monster or two might just pop out from behind the sofa for a really good scare, and putting a dog into the story could be enough to scare those nasty monsters away again. The best stories can be saved by the child and played over and over.

Playtoons: An engaging tool for young minds

With the inventive mixture of multiple, modifiable stories available to kids, and the wide range of tools available in the *Playtoons* toolbag children can use their imaginations to create other new interactive stories. *Playtoons* is truly a great children's software that will be played with again and again. ✕

Playtoons is also a living story construction set!

Choose from a large selection of characters, props and backgrounds to make interactive stories that grow and change as new items are added. Some items are useful, others are totally unpredictable. All of them are great fun!



Choose a nice boy and a nasty monster for your story. It makes the story scary, but the good guys win if you want them to!



Create sets for your story and fill them with neat items you can choose from the toolbag. Just imagine the possibilities!



Save your stories to disk. Swap them with friends! Change them around. They're yours to do whatever you want with!

When?
June '95

Coming
soon

Mixed-Up Mother Goose

DELUXE

IN THE BEGINNING, THERE WAS "MARY HAD A LITTLE LAMB" ...

In 1877, to test the recording capabilities of his new invention, Thomas Alva Edison recited a child's verse into a phonograph, or "speaking machine," as he called it. The verse was a popular nursery rhyme, "Mary Had A Little Lamb." History notes that Edison didn't win a Grammy for his trouble, and he

sure didn't set the world on its ear, but regardless of ol' Tom's primitive publicity campaign, Mother Goose and her nursery rhymes continued to endure. In fact, she's come a long way since that humble first media recording.

...WHO BEGAT "MARY HAD A LITTLE, DIGITALLY- POWERED CYBER-LAMB."

Through bedside lullabies and cherished books, generations of parents and kids have

grown up with the whimsical, and seemingly nonsensical, Mother Goose rhymes (About 30 generations, give or take a few). With fond remembrance and love, Roberta Williams designed the original *Mixed Up Mother Goose*, creating for computer gamers, the innocent fantasy of Mother Goose's world. Released in 1988, it sold over 500,000 copies and won



By Suzanne Sweeney



numerous awards, including the Software Publisher's Association: Best Early Education Program, Best Multimedia Title: *Learning for Children/MPC Magazine*, Child's Best Software Award: *Child Magazine* and the Parents' Choice Award: Best Classic Program.

FAST-FORWARD TO 1995

Sierra On-Line now introduces *Mixed Up Mother Goose DELUXE*, an entertaining and educational adventure/learning game based on the original and updated with new technology to meet the challenges of today's multimedia computers.

Transported in a dream to the enchanted Mother Goose Land, you meet the magical Mother Goose, who asks you for help. It seems that



her land is all mixed up. Each time you reunite the friendly characters from the 18 nursery rhymes with their possessions, you can help unravel a mess.

In return for your help, you are rewarded with the animated performance of a song and receive golden eggs that you need to win the game.

To become part of the adventure, select one of 12 Player Characters. The Player Character children are "hipper" in the Deluxe version, more clearly "kid-like," and physically and culturally diverse. The game can be played in English or in Spanish. If the Spanish version of the game is selected, songs will be sung in English with subtitles whenever you complete a rhyme.

Game play is easy, using point-and-click commands. Randomly located objects provide repeat playability meaning no two games are ever the same. It is possible to save your game as you progress, so quitting the program doesn't mean starting the game over again the next time you play.



Mixed Up Mother Goose DELUXE is a musical treat that promises to please children and parents alike. Composer Guy Whitmore has created 18 all new



Incredibly crisp graphics and crystal clear audio bring Mother Goose to life like never before.



Children select a character to play with that looks just like them, then go off in search of the mixed-up inhabitants of Mother Goose land.



Playable in both Spanish and English, Mixed-Up Mother Goose offers children a fun and friendly first step into multi-lingual education.



The stories that generations have learned to love are now available to a whole new generation of computer-literate, computer-loving kids.

songs for the game. Each rhyme has a toe-tapping tune with a different musical style: The Old Woman Who Lives in the Shoe sings her "Livin' In the Shoe Blues" while Little Jack Horner sits in his corner jamming to a mellow Reggae beat. Other musical styles include: Zydeco, Rap, Bluegrass and Country. The new melodies have fully digitized music and voices (even game designer Roberta Williams makes an appearance as a digital sample in one of the songs), but you won't hear a "peep" out of me saying which one!



Also included is an Audio CD of the new songs. On the disc is an instrumental-only version of each song, complete with printed lyrics so children can sing along to their favorite rhymes.

BUT DOES IT LOOK AS GREAT AS IT SOUNDS?

Castles, cottages and cobblestone paths. Flowering meadows and fine, marble palaces. All of the wonderful backgrounds and settings of the game were created first as original paintings (works of art in their own right), then the paintings were transferred to a digital format for use in the computer.

To obtain the sharper detail, the backgrounds had to be retouched by hand. Five artists made painstaking pixel-by-pixel adjustments to create a more visually pleasing Mother Goose Land, often adding extra features to a setting or smoothing out hard lines in a scene to make it look more "organic." The final result from this hard work is graphics that have incredible depth, detail and vivid color.



THERE'S A LESSON IN ALL OF THIS...

Mixed Up Mother Goose DELUXE introduces pre-school children to the world of computers by engaging their minds and imaginations. Children will have fun and be entertained as they are drawn into an interactive adventure. And, at the same time, they will be enhancing important mental skills including logic, organization and memory. As a parent looking for quality experiences to share with your children,



let *Mixed Up Mother Goose DELUXE* prove that learning can be fun. If history repeats itself, this game should be more popular than ever before! ✎

When?
May 1995

The Ultimate Inter

Phantasmagoria represents a radical new creative direction for Sierra designer Roberta Williams. After an incredible 15 year career defining and repeatedly redefining the genres of interactive mystery and fantasy, she has turned her creative talents to the horror genre. The result of her efforts is the most frightening and believable adventure game ever created.

Inspired by the works of Edgar Allan Poe and Stephen King, Roberta blends the elements of modern fiction with the best of 19th-century literature; creating a haunting tale that plunges the player into a terrifying world of isolation, illusion, and insanity, and giving birth to the exciting new genre of interactive horror.

With *Phantasmagoria*, Roberta has created an incredibly compelling horror experience that is the computer equivalent of an interactive roller coaster. Strapping yourself into *Phantasmagoria* means stepping over the "safety line" into a different and unpredictable world that offers up a wild ride. You take control of this speeding roller coaster and can change its direction at will, adding to the sense of danger and increasing the thrill of the unknown. You never know which change of direction will ultimately lead to either your safety or destruction.

With *Phantasmagoria*, Roberta Williams has created a superbly written interactive story, fraught with horror and suspense, and totally in the player's control at all times.

Care to come along for a ride?



active Nightmare.





"Donald Gordon, a young, successful photographer discovers a bizarre mansion on a small off-shore island while scouting locations along the New England coastline. Intrigued, he seeks out the estate's owner and learns the mansion is for sale. On impulse, he buys it. Now he needs only to convince his beautiful wife, writer Adrienne Delany, that this quiet, rural setting would

do another one later. After that, who knows. I really like to surprise people."



be much better for their careers than their noisy, urban Boston condo.

Weeks later, Adrienne finally gives in to Don's persuasive arguments and agrees to move. She's at a loss trying to understand his inexplicable infatuation with the mansion.

The first day in the house is a blur, moving in, unpacking boxes, and dealing with the local realtor.

"Then why the characters like Cyrus and his mom? Why the comedy?"

"Anytime you are going to do a story that has unsettling and shocking elements in it you have to balance it with opposites...something to release the tension. When things get too serious you can bring in the comedic characters and they'll offer a little laugh. It relaxes the tension just a bit, so you can start building it up again.

This is done a lot in horror—more often than people think. It also builds up false expectations and misleads the players with false clues."

InterAction caught up with Roberta Williams in mid-January at the Sierra Studios in Oakhurst, CA. She was finishing last minute details on Phantasmagoria and agreed to spend a few minutes with us.

"You've built your career as the creator of family games. Why horror?"

"I didn't want to get typecast. I felt I had more to offer than fairy stories. I wanted to explore games with a lot of substance and deep emotions. Some of it is to see if I could do it—stretch my creative muscle. I like horror, and I feel it's a genre that hasn't been properly explored yet in computer games. It's been touched on—it's 'kind of' been done—there's a lot of hack and slash out there and the whole point seems to be to kill everyone and blow them away. That's not really horror, you know. I felt it was the right time to do it (Phantasmagoria), and I was determined to do it right."

"Will we see more horror and fewer fairy tales from you in the future?"

"I don't think so. Actually, I'm already playing around with ideas for the next King's Quest. Phantasmagoria II is being done by Lorelei Shannon (Roberta's design partner on King's Quest), but I may

"Could the Phantasmagoria story have been told without the disturbing imagery you built into the game?"

"Disturbing imagery? You mean like some of the graphic violence? Yes. You can tell a story, any story, any way you want—it just depends on the emotions you're trying to arouse. This is a modern horror tale about isolation, illusion, murder and an uncontrollable evil that drives a man to insanity. If you're going after shock and horror then you need

"This is a modern horror tale about isolation, illusion, murder and an uncontrollable evil that drives a man to insanity..."

to do some disturbing stuff or you won't accomplish your purpose."



That night, after falling into bed exhausted, Adrienne experiences a horrifying nightmare. Abruptly she wakes up in a cold sweat, gasping for breath. Roused, Don rolls over and protectively holds her tight. He kisses all her fears away while caressing her shaking body.

"How did you come up with the story for Phantasmagoria?"

"I had several horror stories floating around in my mind for years. One started with the heroine answering an illusionist's ad for for a Girl Friday. She gets the job and is quickly caught up in the world of this lunatic magician. Then I thought that it would be better if she was married. At one time I considered having the evil magician actually living in the past and the heroine getting involved with his life in some supernatural way. The story sort of mutated and took on a life of its own. It all ended up with a woman married to a man who is attracted to this bizarre house and it used to belong to an illusionist. Somehow, the ghost of this illusionist is still in the house. Then it mutated some more. I finally got Andy Hoyos (Senior Art Director for Phantasmagoria) to work with me and the story finally turned into what we have now."



"You've said many times that Phantasmagoria is a game, not an interactive movie. What's the difference and what will this game play like?"

"Well, an interactive movie is something the Hollywood studios seem to be confusing with a game that could be fun to play. It's not. They have you watch a bit of video and you get a menu of four or five choices on how to respond to the video, then you watch more video. That's not a game...it's not fun to do that...that's not what *Phantasmagoria* is."

"With Phantasmagoria there's something weird about this house and the island—it's all tied to this



The next morning over coffee, Don reveals his ambitious plan to convert an upstairs bathroom into a photo lab. Intending to get started right away, Don encourages Adrienne to take the day and explore her new surroundings. She reluctantly agrees, knowing she has to familiarize herself with the house, before she will feel truly comfortable in it. She's determined to search every nook and cranny. At the very least, she might discover some good ideas for a book.

magician that lived there a hundred years before. Basically Adrienne's trying to find out what's happening to her husband and she only discovers the answer little by little. Players must try to stop whatever is happening before it destroys Don and Adrienne."

"Players control Adrienne—the character who is always on screen. They click on certain areas of the screen. If something is supposed to happen, then she'll walk that direction and the camera angle changes—or she'll walk

over to another place and again the angle changes. There are hundreds of camera angles in this game. The player controls Adrienne's movements and decides what pictures she looks at, what rooms she'll explore and selects the places and directions that look interesting. We never 'show' anything. Players have to find it."

"Adrienne walks around from room to room, probing into secrets—like reading

"Players control Adrienne...We never 'show you' anything. You have to find it."

old letters found in desks. She also talks to the people in town. There's a lot to do and lots of clues to find. In the meantime, while she explores – things happen. Something evil escapes its confines and begins to infect her husband, a little at a time. She notices it bit by bit, as her character runs into him at various times throughout the game. Things happen and confrontations take place. The pressure builds up quite nicely. Things get intense, and its pretty violent



But this house holds many secrets and won't easily give them up. There's the mystery of the previous owner, a famous illusionist who built the place and then died here almost one hundred years ago. What was his name? Carno? What kind of magic was Carno really into? Wasn't he married several times? What happened to his many wives? Didn't he have a couple of children, a little girl and boy? And isn't that 'boy' still living

in places, but it's never gratuitous or unnecessary... (Laughs). I don't think so anyway, but again, I like to surprise people. Sometimes surprise is a shock—I guess that's what *Phantasmagoria* does best."

"You have been working hard on Phantasmagoria for almost three years. Are you getting excited now that it's almost done?"

"It was difficult to get started. What we're doing with *Phantasmagoria* has never been done anywhere before—in computer gaming or in Hollywood. There was a lot to figure out.

"When you're really changing the look of games and what you're trying to do—really drastically trying to change course—it's not always easy. It took a full year just to get people to understand what I wanted to do. After that, we finally got the go ahead and then it was 'now what?' We were faced with all sorts of complexities that had to be dealt with. Now we're on the last six months of the third year and we've got most of it done. As it comes together, I'll play it and say, 'Oh no, we forgot this. We're not changing to the right camera angle,' or 'It's not fun this way, lets try it like this.' All those kinds of changes including, 'We need a sound effect here. We need one there. The music's not right.' All the little things that tie everything together and make the whole effort a playable game. I had no intention of releasing it until I was satisfied with it. I wanted to take the time to do it right. We've learned a lot along the way, and we've made some mistakes. I think it's coming together really well. I can't wait to release *Phantasmagoria* since I've lived with it so long. I want to get players' reactions and I hope they are pleasantly surprised while scared out of their wits. Then I'll know we've done a good job."



in the local village? (No telling who he is or even how old he is now.) So many questions.

Another secret waits in the house. Something hidden. Something evil. Something that longs to be free. Something that needs to infect again. As you take on the role of Adrienne, you'll soon discover the secret too - whether you want to or not.

They say history repeats itself. Are you doomed to be the centerpiece of the horror this time?

The answer is up to you.

Artists at Work

The Incredible Creative Collaboration that is

PHANTASMAGORIA

Unmatched by any game ever made, *Phantasmagoria* successfully blends a top notch game design team with the skills of a top Hollywood studio.

After completing the game design that is the heart of *Phantasmagoria*, Roberta Williams began what was to become a year-long effort to gather the best talents available in the areas of scripts, casting and production from Hollywood and beyond.

In the words of Roberta, "From the beginning, it was a collaboration. Peter (Peter Maris, *Phantasmagoria* Director), would explain to me what he wanted from each scene from the perspective of a filmmaker, and I would explain what I wanted from the perspective of a game designer. We always found a way to make it work for both of us. This kind of partnership filtered down to every level of the production. Everyone knew what we were here to do. We all respected each others' areas of expertise."

"Peter was always focused on improving the production values and quality of the filming. He understands cameras, jump cuts, extreme close-ups and all the other tools and disciplines of movie making—having Peter there to direct all that was a major plus for *Phantasmagoria*."

"There's a scene early in the game where Don gets very angry at Adrienne for no apparent reason. In this scene, the camera watches Adrienne's face closely. When Don grabs her violently, you can tell from her eyes that she's hurt, confused and even worried because he's never done that before. So many emotions. It would be

very difficult to do this in animation—probably even impossible. Without seeing that whole range of feelings, I'm not sure that players would end up caring about Adrienne or Don nearly as much, and the story of what happens to them would not have the same impact. That scene was incredible and for that I have Peter to thank."

"I was there to improve the interactivity of the story. The set of skills, concepts, and even the lingo involved in computer game production is different from filmmaking, and that was my expertise. Since I wanted the players to decide if Adrienne was going to walk across the room, solve a puzzle along the way, or just choose to put something on a table, each action had to be performed separately by the actress in every scene. Thinking about scenes in those terms—making sure the player gets to make every choice—takes a little getting used to. It was just one example of how we had to train the actors to integrate themselves into computer technology."

"In the end, it all worked out very well. It was a great experience for Peter and I to work together. Better still, the end result is an incredible adventure for game players—and that's what was really important about the whole effort."





1:34:40:27



Coming
soon

THE

LAST DYNASTY



el and Dok - Two Casual Dudes.

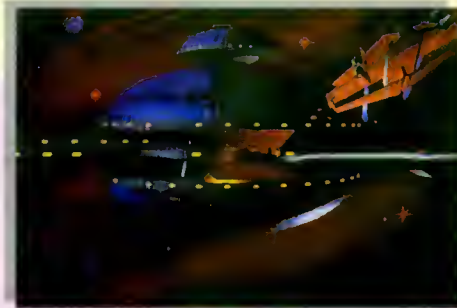
Yesterday they were just a couple of teens from Nowheresville, trying hard not to die of boredom as they stumbled through life in suburbia. Spending hours hanging out at the video arcade; blasting aliens out of the sky as they burned through the quarters they earned flipping burgers. Two regular joes who got a kick out of building homemade model rockets with a dream of someday navigating their own.

That was yesterday - before a close encounter of the fifth kind resulted in the two of them taking a bigtime UFO joyride at ultraspeeds - and before they discovered what fate had in the cards for them.

Then things started to get really intense. These two Earth-hugging dudes are drafted into the interstellar forces of SYMEST 4. (It's not just a job, it's a totally insane deathwish.) They're fighting for their lives, light years from their homeworld. (Or is SYMEST their homeworld?) They are

trying hard not to get blown into neutrons as they do battle with the Evil Forces of Iron. He doesn't take kindly to young punks messing up his plans.

It's not all bad though. Sure, these ruthless strangers are trying to kill them, and they're a zillion miles away from home and all, but they did give them these really radical interstellar fighters to zip around in and these ships have all the bitchin' toys. Lasers, rockets - you name it. Flick the switch and the on-board computer displays a full-screen space environment where fiery, awesome explosions, deadly enemy spaceships and sophisticated weapons fill the screen just about all the time. It's sure better than the video games back home - and no quarter slot either. Too bad you're toast if you lose.



So now Mel and Dok are fighting for their lives, and are basically the only hope for SYMEST 4 against the "Hated Merciless Iron." Doing the "Space Rebel" thing has got its hairy moments - and sure if they lose it's going to be a major league bummer on a galactic scale - but that doesn't mean that it's not a real atomic blast to play along. Besides, like the shirt says "Alien Ugly Dudes Are About To Take Over The Galaxy, You're Hopelessly Outnumbered, and You're Not EVEN Sure How To Fly this Thing. — NO FEAR."

*The Last Dynasty. It's ultimate.
What more do you need to know?*

A TOTALLY COOL SPACE COMBAT SIM!

The Last Dynasty uses high resolution and full screen 3-D rendered graphics to present an ultra-realistic combat simulator. Your monitor becomes a full screen environment. Fiery, awesome explosions, deadly enemy spaceships and sophisticated weapons are all so close you'll want to reach out and touch them.

The Last Dynasty lets you get into the game in

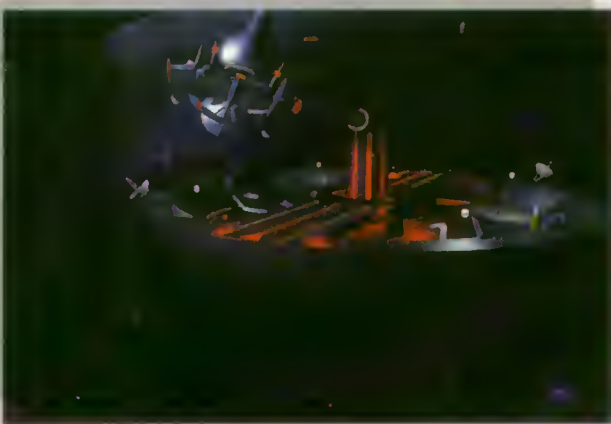


real time. Blast your enemies to bits of space debris, discover much-needed clues before they disappear and always avoid the video cameras that detect and reveal your presence.

Totally customize your ship. Put the cockpit information you want on screen—things like enemy status, speed, and score—and just turn off the junk that

confuses you. (Although you may want to figure it out sometime, dude. It gets intense quick out there in space so you're gonna need it eventually.) You even decide on what you view in the form of percentages, graphics, tables, and figures.

If you come under attack, the on-board computer will talk to you. It feeds you vital information on the enemy (like how many are coming



after your tail), or how many weapons you have left—now that could come in handy. Help icons give specific information on how to handle your mouse or joystick. Detailed maps of satellites, planets and spacecraft describe what's floating around you. It's like having R2D2 on board only not as cute.

So check out your co-pilot! Space isn't all bad, huh?



So check out your co-pilot! Space isn't all bad, huh?



Bottom Line

The Last Dynasty

Availability: Aug. '95

Summary: A combat sim and adventure with strategy game elements too. Totally cool.

Price: \$59.95



Are you one of those lucky people that got a Mac for Christmas, or a long time Macintosh owner new to the games of Sierra On-Line? If so, you may not be familiar with the size and diversity of our multi-award winning line-up. This article should bring you up-to-date.

Sierra probably produces more quality educational and entertainment titles for Mac than just about anybody. You won't miss them the next time you visit your software store.

King's Quest VII and The Lost Mind of Doctor Brain Debut For Multimedia Macintosh On CD-ROM

Looking for proof that Sierra is serious about Mac software? Start with *King's Quest VII*. Sierra's biggest selling and most popular adventure game ever released. This groundbreaking animated game is suitable for the whole family, and is now available for your Color Macintosh. If you haven't already played the adventure game critics are calling "interactive entertainment's answer to a Walt Disney animated movie," you don't know what you're missing.

If your Macintosh isn't equipped with a CD-ROM drive, run out and buy one today. *King's Quest VII* is just too magnificent for diskettes. (In fact, it was almost too big to fit onto just one CD.)



New quality CD games for your Mac

If you already have *King's Quest VII*, or even if you don't, you'll also want to check out Sierra's new release *The Lost Mind of Doctor Brain*. It is also now available for your Macintosh CD-ROM drive.

Many Mac owners are already familiar with Doctor Brain from the game *The Castle of Doctor Brain*, which was awarded Four Stars by *MacUser Magazine*. How good is this sequel? Check out the front cover of



A stack of evidence that shows that we take the Mac seriously.

this magazine. If we didn't think that Doctor Brain was one of the best things we've ever produced, would we give this product that kind of real estate? If you're still not convinced, read all about the new game with the six page article that begins on page 42. If that still doesn't convince you, remember that every Sierra game comes with a money back guarantee if you're not satisfied. Would Sierra do this if we weren't sure you'd love our software?



MacWorld's Hall Of Fame Fantasy Role Playing Game of The Year.

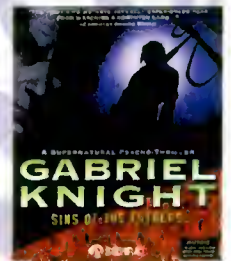
Adventure Games On Disk? MacWorld Says We Have Some Of The Best.

If you don't have a CD-ROM drive yet (and can't afford to go out and buy one this week), you can still enjoy top quality gaming courtesy of the disk-based adventure game *Quest for Glory*. This hybrid of adventure and fantasy role-playing is so good it was recently recognized as the Game Hall of Fame Winner from *MacWorld Magazine*.

If you haven't already discovered this hot game, you should know that most retailers sell this one at a giveaway price of around \$26. You can afford it and still save money toward buying that CD-ROM drive.

Another top flight adventure game available on disk *Gabriel Knight: Sins of the Father*. It was awarded Adventure Game of The Year by *Computer Game Review Magazine*.

If you haven't played this compelling psycho-thriller from talented designer Jane



Adventure Game of the Year Computer Game Review Magazine.

Jenson, you've missed one of the most original adventure stories released in years.

Business Travelers Listen Up

Our award-winning language series CDs, *Berlitz Live! Japanese* or *Spanish* just might be the key to your next successful business trip. Each takes full advantage of interactive, multimedia technology and the proven methods of Berlitz language instruction to immerse you in the language and culture



of Japan or Latin America and Spain.

Japanese has been awarded the *MacUser* 50 Best CD-ROMs. *Spanish* has earned its share of awards including *MAC Home Journal* Top 50 CD-ROMs.

Learn languages with the help of your own personal tutor. Using state-of-the-art technology, they speak with accurate lip movements, so you not only hear the correct pronunciation, you see it. It makes learning a second language easier and faster!

If You Enjoy Action Oriented Activities

Way back in 1984, one of the very first big game hits on the Macintosh was a game called *Lode Runner*. Now, just a decade later, Sierra offers *Lode Runner: The Legend Returns*. This game was recently judged "Arcade Game of the Year" by *Strategy Plus Magazine*, and "Best New Arcade Game" by *Games Magazine*. *Computer Gaming World Magazine* said "it plays like a dream." *Lode Runner* is a recommended game for any Mac owner, but Powerbook owners should take special note. *Lode Runner* is a game that seems MADE for people with Powerbooks who have some time on

their hands. It even plays great from the keyboard for those times when using a mouse just doesn't work.

My own Powerbook became a slave to this game for months until I finally finished all 100 levels. I have been resisting the impulse to download additional *Lode Runner* levels off the Sierra BBS until I have this magazine to the printer. (If this magazine didn't arrive at your door sometime before the end of April, I probably didn't have enough self determination).



Lode Runner was absolutely made for the Mac Power Book.

Also in the action gaming category (sort of) and on the list of "must play games" for your Macintosh are the various installments of *The Incredible Machine* and *The Incredible Toon Machine*. Winners of just about every educational award you can name (though they are so much fun that it's hard to think of them as anything but games), these products are almost always described with the words "unique," "addictive" and "just plain fun." How great are these games? *Computer Game Review Magazine* just took the unprecedented step of providing a 24 page magazine article on this series of games and their designer, Jeff Tunnell. I guess they were impressed. You will be too.

On The Educational Front

The games of *The Incredible Machine* series have received just about every educational award there is, but Sierra has many great stories to tell in the kids entertainment category. In fact, when it comes to recent Macintosh product efforts, Sierra has had more critical acclaim in the educational category than any other.



Two of our multi-award winning kids educational products.

When *MacUser Magazine* recently rated children's reading programs, *Beginning Reading* was the top rated program in the category, receiving five stars. The program also earned the Seal of Approval from the National Parenting Association. *Spelling Jungle* was awarded the Best Software Award in Language Arts from *Child Magazine*, further cementing Sierra's leadership position in the area of teaching children language skills. (We considered this to be an unfair race for Sierra, to be honest. We have teaching genius Elon Gaspar on our side, so we knew we were going to win this contest.)

In the area of arithmetic, Sierra's *Early Math* not only also earned the National Parenting Seal Of Approval, but was also awarded a Gold Medal for its exceptional value and quality.

All six of the games in Sierra's Talking Tutor Series of Children Products were included in *CD-ROM World Magazine's* Top 100 CD's of the year. To put this in perspective, software powerhouse Microsoft only earned six places on this list based on their entire product line. It's hard to argue with success like that.

WHAT LIES AHEAD FROM SIERRA? PHANTASMAGORIA AND MORE.

In the months ahead, Sierra will continue to release great products for the Macintosh. If you're a Mac owner, look for our great products wherever you shop, and if you don't see them—ask for them. You won't be sorry you did.



Meet the maker

PAUSE



Gabriel Knight Interlude

by Jane Jensen

Oakhurst, California
January, 1995

It's been over a year since *Gabriel Knight: Sins of the Fathers* left our shipping dock and became, more or less, REAL. Since it's going to be another eight to nine months before the second *Schattenjäger* story makes the same journey, I thought I'd pause to touch base.

A Beastly Story

Even now, Gabriel is waiting at Schloss Ritter for us to give him a life again. If he only knew what was coming, and could read the 700-page script entitled *The Beast Within*, he'd happily spend the rest of his life wadding up paper and slipping on ice.

What is *The Beast Within* about? You'll have to wait and figure it out along with Gabriel. "Pause 2" contains some hints to the plotline, if you know how to look. The story is darker than the first — and lighter. More spiritual and more lusty. Gabriel and Grace are definitely marching on.

The Highest-Tech Production Available

The Beast Within will be filmed with live actors. You may have seen the hot

trailer for *Phantasmagoria*. It was the ground breaking game for Sierra's new cinematic process. *The Beast Within* will be the next Sierra game produced this way. We actually are very lucky in that *Phantasmagoria* pioneered the process and we can just sort of slip in and have it all work! It's a good thing, too, because *The Beast Within* has more game rooms, more actors, and demanding special effects. Fortunately, Bill Crow and his team at Sierra Studios are up to the challenge.

Camera! Lights! Action!

The Beast Within begins filming in March. We hope to have a playable demo featuring our key actors by the summer, so watch for it! Unfortunately, we're still in the middle of casting, so I can't announce any names, but we are making every effort to match or outdo the casting on *Sins of the Fathers*. The film director is Sundance Institute graduate, Mark Miremont. We've also got a bead on computer maestro Robert Holmes (*Sins of the Fathers*), and costume designer Marcelle Gravel from *Cirque d'Soleil*.

It Sounds Good, But You'd Better Not Mess It Up

Yeah, that's what Ken Williams says. The thing is, if a story is meant to be told, it will tell itself, and nothing can stand in its way. Our job is merely to stand there and add a bit of polish as it sweeps past.

I believe that. Do you?



Pause №2 Real Life Has No Interludes

Schloss Ritter, Rittersberg
Germany, February, 1995

The stone floor of the library was awash in paper snowballs, testaments to a deluge of plot ideas too pitiful to sustain life, of opening paragraphs that emerged D.O.A. Gabriel Knight wadded up his latest debacle and took aim. It missed the wastebasket, denying him satisfaction to the bitter end.

He sighed and rose from his chair, scratching and stretching and wracking his brain for absolutely anything else that needed to be done, anything that would get him out of the library and away from the smell of failure. This being Rittersberg, nothing came to mind.

Six months ago he had come to Germany, supposedly to pursue this Schattenjäger business and start a new book. Both had alluded him utterly. If Gracie were right and the pendulum of life swept from conservative to liberal, from sad times to joyous times, from periods of activity to periods of inactivity, then he was surely at full swing on the absolutely-nothing-going-on side. He could almost feel himself suspended weightless in that heavy, stomach-dropping pause at the apex

of the arch—the pause that came just before dropping headlong into something new.

The standstill was all the worse for the memory of the days when the pendulum had paused heavily on the other side, the vibrant side. Last summer life had pushed him forward through the streets of New Orleans, willing or not, until it was all he could do just to hang on. Then at the end, flying to Africa and meeting Wolfgang ...the circles and the wheels, the hounfour revealed, the fire and the sacrifices made—not just by his side, but by hers as well.

Even after the mystery was solved, the fever remained. He'd shut himself in a room and wrote. For four weeks he'd pounded the keys, only sleeping when his eyes refused to stay open. Grace brought him coffee and sandwiches, not saying anything because nothing needed to be said. He remembered the amazed glances stolen at the pile of money in the corner. Money, real money, for the first time in his life. Grace, the money, and the work — words flowing from his fingers as purely as the power beams magicians could throw in bad midnight movies...(Okay. So, The Voodoo Murders wasn't Shakespeare. But it had come, it had literally forced its way out. And, even more miraculously, it had sold.)

Nothing in his life had ever been that good, that pure. The problem with feeling like that, the problem with life crackling around you as if the planet were a light bulb and you'd rubbed it, was that it just really sucked when it went away. The magic leaves a gaping hole when it ends.

He bounded down the stairs to the great hall, nodded to Gerde, and grabbed his coat. He felt her eyes on his back as he went out. The courtyard was slick with ice. He slid past the glazed lion's heads, nearly fell, and cursed the Bavarian climate. It seemed to him that the cold had frozen his life the way it had frozen the land. *But winters have to end, he thought, even here.*

He avoided the village, tired of feeling their eyes upon him as Gerde's always were. *You're supposed to be a Ritter, a Schattenjäger? Who are you to be so honored, and why don't you do something?* He walked instead along the side of the castle, coming to an overlook where a sheer drop prefaced the Alps, their peaks marching away in the dark like snow-covered legions, the moonlight setting them aglow. He sat on a rock, wrapping his arms around himself, teeth chattering uncontrollably.

When the time is right, when you are needed, you'll know. He heard Grace's voice so clearly in his head, he nearly turned around and looked. If he could only believe that. If he knew that the magic would come back, that life would burn again with purpose, it wouldn't be so hard to wait.

He stared up at the moon. It was full and fat, suspended in the sky like a pendulum on an invisible chain.

"Fall," he whispered. From the distant peaks a voice rose, as if in answer. It was the eerie echo of a lone wolf's howl.

Schattenjäger

"Gabriel Knight" is one of those series that's hard to pigeon-hole. We call them "Gabriel Knight Mysteries", and they are mysterious, but Gabriel himself isn't a detective. He's a Schattenjäger. Say what?

Schattenjäger. It's German. Schatten means Shadow and Jäger means Hunter. Shadow Hunter.

Never heard of it? Neither had Gabriel until an uncle he never knew he had called him from Germany (see *Sins of the Fathers*) and told him he was the last heir to an ancient family line, a line dedicated to fighting evil, a line that not only believed in such things as witches and vampires and werewolves, but whose duty it was to take up the shield and embattle evil in the name of the light.

Don't worry, Gabriel didn't buy it either. Not, that is, until he found himself face-to-face with mummies that walked and a 300-year malevolent spirit that wanted his innards on a platter. You'd be surprised how much belief in the paranormal you can conjure up in situations like that.

Unfortunately, Great-Uncle Wolfgang died before telling Gabriel how to be a Schattenjäger, or why the family ended up doing this job in the first place. Are there others out there or is Gabriel the only fighter of the shadows? And is this really a full-time job or do supernatural bad guys only crop up once every decade or so?

All Gabriel knows is that his family owes allegiance to St. George — you know, the guy with the dragon. Gabriel has the family talisman and Wolfgang's old library full of casebooks of Schattenjägers past (the oldest one is dated 1122, but it implies the tradition was ancient even then). Beyond that, he's winging it.

Unfortunately, when you're fighting the forces of darkness, "winging it" can be a very bad idea.

Hot off the
press

"Lots of fun!"
-Gayle Ehrenman, PC

The Total Brain Workout



Building Better Brains 10 Ways

Do You Work Out the Muscle You Use Most?

Each day millions of people get up early and exercise to improve their bodies and build their muscles. They strengthen biceps, tighten tummies, and stretch their limbs to feel better.

After working out they head off to jobs, school or home. The rest of the day is spent sitting on tighter tushies, pushing buttons and picking up the phone.

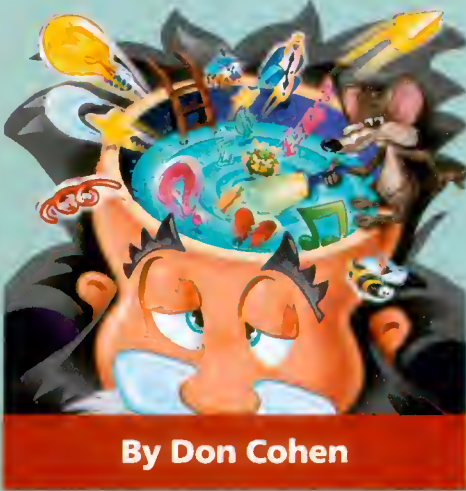
The hours of exercise may make it easier to haul the garbage cans to the curb, but it won't improve the one muscle that can make a difference in anyone's life: the brain.

That's right. The brain is like a muscle. It performs better when it gets a workout. You can bulk it up, make it work harder and more efficiently by flexing, stretching and challenging it regularly. The brain is the one muscle we use most, but we often fail to give it the exercise it deserves.

Many people confuse going to school or reading a book with exercising the brain. It's not the

same thing. Feeding new information into the brain can nourish it, but it doesn't always give it a thorough workout (unless you have a good teacher that challenges you to think along the way).

It wasn't long ago that the resident braintrust at Sierra began to grapple with the bold idea of developing a workout routine for the mental muscle. A set of exercises that would build a



By Don Cohen

better brain and help the person attached to it become a better thinker. In turn, this would lead to the "smarter" use of information that the brain receives. It wasn't an easy idea to get our arms around.

We had our ideas of course. Look at any popular exercise video and it's easy to see how exercise becomes more fun when it's well-paced, set to music and features a pleasant visual presentation. But past this, we weren't sure where to go next. We researched, talked and even argued a little.

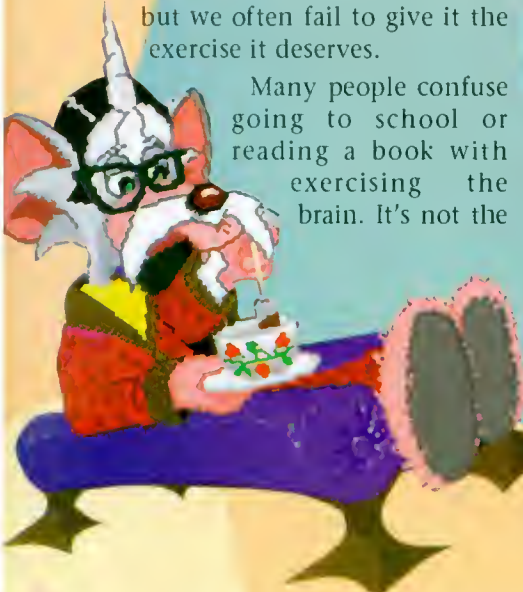
In the end, we called in some of the best brain experts in the country. They worked with us to explain the basics of the brain in a way that we could understand. These experts were very enthusiastic, but they warned us in advance that what we wanted to do wouldn't be easy. After all, if the workings of the brain were simple to understand, we would all be too "simple" to understand them!

How to Exercise the Brain

The experts explained there are seven distinct areas of intelligence, or mental muscle groups in our brain. They are: verbal/linguistic, logical/mathematical, visual/spatial, bodily/kinesthetic, musical, interpersonal and intrapersonal. The old-fashioned thinking on thinking was that we had only two intelligences—verbal and analytical/mathematic. But scientists now reason that the other five intelligences are just as important as the old standbys. What separates *The Lost Mind of Dr. Brain* from its competition is that it stimulates and builds all seven intelligences while it entertains.

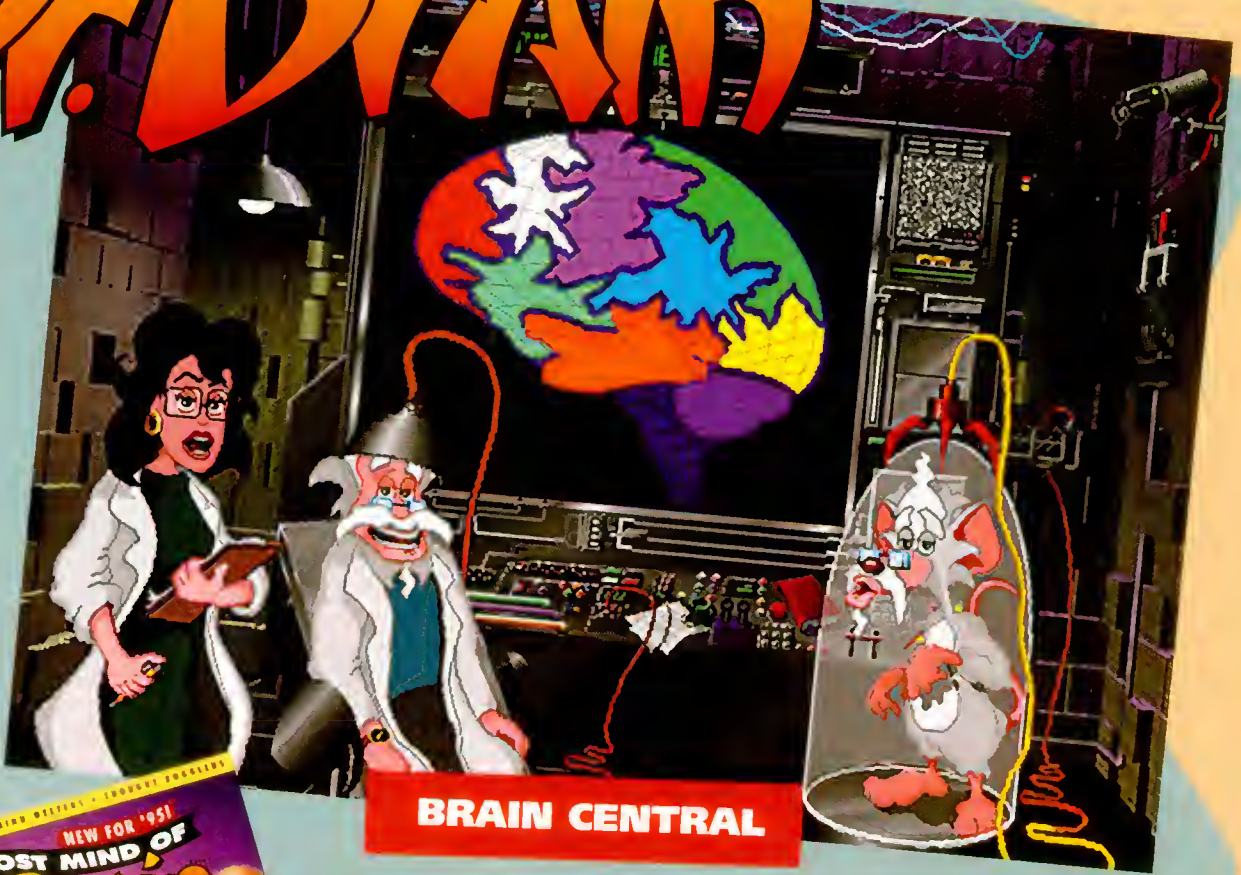
To accomplish this amazing result was quite a puzzle for us. But we make puzzles for a living, so we took the challenge in stride. We would settle for nothing less than to create a totally fun total brain workout and we got it. *The Lost Mind of Dr. Brain* is an incredibly fun, totally addicting, truly mind-expanding experience!

SPECIAL PULL-OUT POSTER ►
(LOOSEN STAPLES AT CENTER OF MAGAZINE FIRST
TO PREVENT TEARING THE POSTER.)



THE LOST MIND OF **Dr. Brain**®

"Very Cool Graphics"
-Wendy Bergen, Metrovision



BRAIN CENTRAL



Dr. Brain's lab is deep inside his castle. Considered "brain central," it's where you and Dr. Elaina will plot your course to solve this traumatic dilemma involving Dr. Brain's missing mind.

Filled with scientific instruments, it's ground zero—where everything begins and ultimately ends.

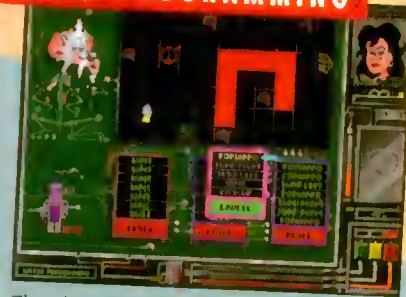


"If the human brain were simple to understand, we would be too simple to understand it."

Dr. Brain's Exercise Regions

We have divided Dr. Brain's mind into 10 distinct regions and turned them into the cerebral equivalent of brain exercise rooms. Each exercise region features amusing and challenging puzzles, entertaining music, great animation, comical quips from Dr. Brain, and helpful hints and fascinating factoids from his brilliant niece, Dr. Elaina. Each workout tones up several of the intelligences with a series of high-rep exercises designed to turn any brain into a strong, agile thinking machine.

MOTOR PROGRAMMING



The dear Doctor is scrambling to collect his thoughts and his brain.

Motor Programming

Dr. Brain's Motor Programming sector bulks up logical, spatial, kinesthetic, and intrapersonal muscle mass. Scientists have found that mastering sensory-motor tasks, like the ones you will perform in this area, can create a 25 percent increase in the number of connections along the sensory motor communications highway. By the time you master the amazing puzzles in Motor Programming, your right hemisphere will have had a terrific workout in spatial reasoning. Your bodily-kinesthetic intelligence gets enhanced as you visualize the pathways in the maze, and because you'll be planning ahead and making effective decision-making, your pre-frontal lobes will function much more efficiently. Your brain is beginning to look great already!

PENTODE™

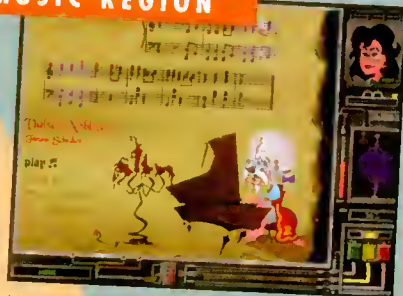


Dr. Brain counts on your quick wit, steady hands and superior listening skills to make the match every time.

Pentode™

Symbolic thinking transforms the structure and function of the human brain. In Dr. Brain's Pentode™ Game, you will work with letters, numbers and symbolic languages that will actually restructure your brain, bulking up the right hemisphere. By solving spatial relationships and identifying the musical pitch and timbre, this tough but satisfying workout will tone up your linguistic, logical, spatial, kinesthetic, musical and intrapersonal muscles. Your brain is beginning to look quite fit!

MUSIC REGION



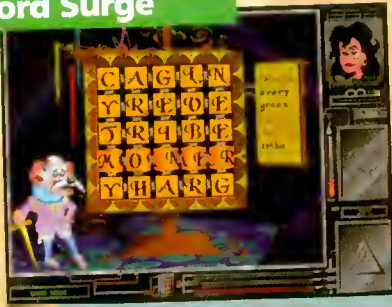
Herr Rathbone Von Brain will have you playing a new tune!

Music

We're all born with musical intelligence, but most of us do little to enhance these talents. Exercising in Dr. Brain's Music Region not only adds muscle to your music smarts, it also enhances logical, spatial, kinesthetic and intrapersonal skills. Dr. Brain's Music Game gets your whole brain working in perfect harmony! While the right side of your brain hears the melody, pitch and timbre, the left side takes care of rhythm and notation. Your synapses will be humming along in no time at all!



Word Surge



A new twist on classic word games and a real mind-bender.

Word Surge

Word Surge gives both brain hemispheres a stout workout in this compelling puzzle game. Your left hemisphere is associated with linguistic abilities such as reading. The right hemisphere governs spatial abilities such as the shape of words and makes "meaning" out of the whole brain. You'll not only be using both sides of your brain, but also the related areas at the back as well as your frontal lobes. As you rotate images up and down, side to side, juggling words along the way, you'll toughen up your cognitive powers. Word Surge is great calisthenics for the linguistics, logical, spatial, kinesthetic and intrapersonal intelligences.



SYNAPTIC CLEFT



Cows in a computer game? Not quite, but you'll need to round 'em up all the same.

Synaptic Cleft

Neurotransmitters facilitate thinking, learning and problem-solving. Scientists are discovering more of these handy doo-dads all the time. During your high-impact workout in Dr. Brain's Synaptic Cleft, you might just release some neurochemicals that have yet to be identified. After all, they're there, they just haven't been named yet! It takes a complex neural network to accomplish the tasks you have to perform in this fast-paced part of Dr. Brain's mind. You must integrate thought and action while overcoming a number of hazards. You'll use the logic and decision-making portions of your frontal lobes, employ the visualization of your right hemisphere and stretch the logical/analytical capacity of your left hemisphere. Logical, spatial, kinesthetic and intrapersonal intelligence are all bigger muscles in the Synaptic Cleft.

FILE SORTING



Enter a new dimension where nothing is quite as it seems.

File Sorting

The brain produces an amazing memory-improving hormone called DHEA. The puzzles in File Sorting could help release DHEA while improving the efficiency of the hippocampus, the Grand Central Station of memory. The more we reinforce our memory through the different puzzles in File Sorting, the better chance we have of using multiple retrieval routes. This makes it easier to access information from different sources making memory a snap!



"Diabolically Delightful"
-Scott A. May, SMART Magazine

NEURAL MAZE

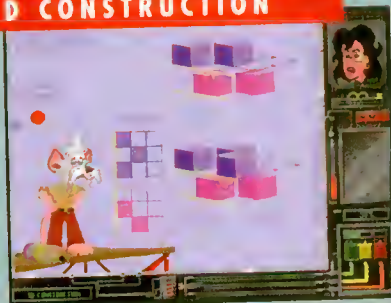


It looks like the New York subway system down here!

Neural Maze

When your brain is repeatedly challenged to think and problem-solve, it builds on more and more muscles to help you perform weighty tasks. As each thought moves through the brain, it leads to another thought and so on. You wind up leaving neural tracks (which are actual protein changes), left in the wake of these thoughts. Dr. Brain's thought-provoking Neural Maze helps your brain rewire itself again and again as you meet the many challenges in this region. You'll build eye-popping bulk in the logical, spatial, kinesthetic and intrapersonal intelligences.

3-D CONSTRUCTION



Your visualization skills become sharper and sharper with each success.

3-D Construction

This interesting exercise area of Dr. Brain's mind will have you doing a variety of mental operations simultaneously, thus building up all kinds of mind-muscle groups. You'll manipulate and rotate mental images to broaden your range of human capacities. That's because the puzzle-solving exercises in 3-D Construction make your brain hardware capable of generating new and more complex thoughts. Your visualization skills become sharper and sharper with each success. Soon you'll be the envy of all your friends when you flex your logical, spatial, kinesthetic and intrapersonal muscles.

DREAMLAND



Collect Dr. Brain's lost marbles in Dreamland and he will wake up a new man.

Dreamland

Your mind won't be sleeping on the job in Dr. Brain's Dreamland puzzle. You'll be busy exploring and mapping a new world while meeting and surmounting a number of mind-boggling challenges. You'll create unlimited possibilities for your mental muscles as you try to find Dr. Brain's marbles. By the time you reach this final stage of *The Lost Mind of Dr. Brain* you'll really be in the flow. Every area of your brain has been functioning in perfect coordination putting you in the much-desired flow state where impossible tasks become almost routine. A CAT scan of your bulging brain muscles (as they work in synchronicity to solve this puzzle), would reveal some astonishing pyrotechnics in the left and right, front and back, upper and lower regions of your brain. What you're actually doing is mind-mapping a brave new world and creating new mental pathways you'll use again and again to find your way. Dreamland puts real meat on your logical, spatial, kinesthetic and intrapersonal intelligences!

'A rare and wonderful twist to traditional learning'

-Carol Ellison, Home PC.



Sample three of Dr. Brain's puzzle areas with *The Lost Mind of Dr. Brain* CD Sampler, just \$3.99! Call 1-800-757-7707 or see your software dealer.

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THE LOST MIND OF Dr. Brain

**"It's Better than Zen
When I Get Your Brain
in the Flow!"**

—Dr. Thaddeus P. Brain,
dabbler in exotic philosophies

Helps You Go With the Flow

Researchers have identified a heightened state of mind, called the flow state, where people perform tasks at levels far beyond their normal capabilities. It's similar to a Zen state of mind, where thought and performance proceed at optimal levels, seemingly without effort.

A flow state can be triggered when a person is doing something so interesting, challenging and exciting that time seems to evaporate. Because *The Lost Mind of Dr. Brain* has so many great diversions, daunting obstacles and thought-stimulating activities (not to mention crazy, comical quips by Dr. Brain, fun, funky

musicians and fascinating tidbits of information), you'll easily forget the challenges you face. You'll get swept into a flow of activity where the goals that were seemingly out of your reach become easy to attain.

Athletes describe a flow state as: a situation where they see things with such intense clarity and comprehension that their opponents seem to move in slow motion. According to one of our leading brain consultants, Dee Dickinson, *The Lost Mind of Dr. Brain* creates ideal situations for getting into the flow state. So, go with the flow and watch your mental muscles grow!

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So, go with the flow and watch your mental muscles grow!

INVIGORATING YOUR INTRAPERSONAL INTELLIGENCE

Building up your intrapersonal intelligence helps you organize the chaos of modern life. Set goals for yourself. Daydream a bit. Find a private place to think. Then log onto the computer to expand your intellect. You'll find better solutions and reach conclusions faster with less stress.

MAKE THE MOST OF YOUR INTERPERSONAL SKILLS

Shore up your ability to work with others. You need interpersonal strength to collaborate on projects too complex to do alone. Interpersonal intelligence stresses cooperation rather than competition. In today's world the ability to act as part of a team is a major key to success.

MUSCLE UP YOUR MUSIC SMARTS

Tune up your musical thinking! Not only is music fun, it's an integral part of our multimedia culture. Learn how to sense the underlying meaning of the music you hear. Understand how certain tunes evoke different thoughts. Be a whiz with CD-ROM technology by building your musical intelligence.

BUILD YOUR VERBAL AND LINGUISTIC INTELLIGENCE

Your mind will be better prepared to tackle reading, writing, editing and conversing. You will be able to relate and communicate with others better. In these days of e-mail and on-line services, the improvement in your written skills will be extra valuable!

ADD TO YOUR LOGICAL AND MATHEMATICAL INTELLIGENCE

Tune your mind to get a better grip on concepts and relationships between seemingly different things. Spot emerging patterns when looking at a series of numbers or events. Catch on to new concepts quickly! Gain a new appreciation for timeliness and orderly relationships. In a modern world of complex spreadsheets and databases, development of these skills is vital!

DEVELOP NEW VISUAL AND SPATIAL SKILLS

Train your brain to make sense of a smorgasbord of visual information—films, videos, graphic arts, slides, maps and models. Grasp the meaning of charts quickly. Know how to read diagrams. More than all of this, gain the ability to "think graphically" and create your own charts and graphs. You will excel in the new world of multimedia with your improved abilities in this area.

BULK UP YOUR BODILY/KINESTHETIC ABILITY

Learn that there's a link between playing sports and moving a computer cursor to glean new information. Manipulate objects effectively. Get your body involved in a variety of activities! You'll need these skills to excel in today's interactive technology (and to play *King Quest VII*, *Gabriel Knight* and other brain-building games).



Warning:

The Lost Mind of Dr. Brain is Habit-forming

The combination of mind-building puzzles, crazy comic relief, useful information, colorful animation and stereo-rocking music makes *The Lost Mind of Dr. Brain* a learning experience that will make children and parents clamor to be the first to the keyboard to play the game. Learning has never been more fun! And more importantly, the brain muscles you'll build will help you think better than ever before. Playing *The Lost Mind of Dr. Brain* is downright habit-forming! And because it's so much fun as you play, you'll retain the energy you need to solve the endless supply of brain-stretching games.

Bottom Line

Puzzle Adventure

Availability: Now Shipping

Summary: Give your brain a mental workout with the latest, wildest and wackiest Dr. Brain game.

Price: \$45

Hot off the
press

EARTHSHAKE

— EXPANSION PACK —

By Mark Crowe

General Gierling's log

Personal Log: Maj-Gen J. Gierling, CinC Earth Defense Force

March 2, 2553:

After 20 years of constant warfare mankind finally wrested control of his homeworld from the Cybrids. Victory was ours. The rebuilding began. But the taste of victory was brief. As soon as our deep space tracking network went back on-line, we detected a massive Cybrid re-invasion fleet en route from the outer colony worlds. The nearest ships were only 90 days from

The EarthSiege Expansion Disk

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- Acquire the new Plasma Launcher and steal Cybrid secrets to upgrade your Particle Beam and the Electron Flux weapons and Electromagnetic Pulse Cannons
- Battle across urban wreckage and black ash terrains

Earth's orbit and coming in at maximum burn. The skies above Earth will soon be filled with Cybrid warships. A metalstorm is about to break.

To get here so quickly the Cybrids had to have launched their attack even before our victory on Earth was certain. The high energy trajectories their ships utilized mean this is a one-way trip for them. At the bidding of their electronic master, 10,000 ships spat tongues of fire on launch pads throughout the solar system. But why?

How could the Cybrids construct so many starships in only twenty years?

At the height of its power, the Terran Empire could have scarcely built a quarter of that number in so short a time. None of the machines' activities on Earth gave us a clue they could undertake a building project on such a scale. Is another unknown agency at work here?

But why do they come back to Earth at all? Mankind will not be able to field a space fleet to threaten them for generations. Why in such an overwhelming force? This armada must represent almost every ship the Cybrids have. Only Prometheus has the key to unlock the answers.

We have searched the plains of Antarctica to the heart of the Sahara and found no trace of the Father of the machines. Some speculate he has taken refuge at the bottom of the sea or in a deep bunker miles below the Earth's crust. Others think he and a few other Cybrids escaped to the moon. Perhaps we will never know.

What we do know is that the first ships will be here in a matter of days. We have worked around the clock to develop new weapons and new Hercules to fight the Cybrids. Our new Apocalypse class Herc is near completion. Will it be ready by the time the first Cybrids arrive? Our only chance is to delay the initial landings until we can build up our forces, but for now time is as great an enemy to us as the Cybrids.

We will fight them again as we have always done: blood and bone against silicon and steel. It seems hopeless now, as it did once before. But we triumphed then and God willing we will do so again. I pray that one day the sons of man can walk the Earth without fear of the dread machines.

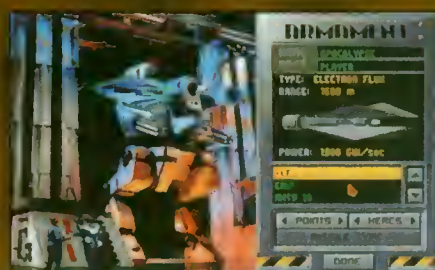
END OF LOG.



It's a battle of awesome firepower. Thrilling explosive graphics are exciting and realistic.



You'll marvel at the realistic feel of the cockpit. Dials and switches really work.



Choose your weapons carefully, the enemy Cybrids greatly outnumber you.



The simulation, digitized speech, film quality and 3-space backgrounds will knock your block off.

Sierra Opens Station On



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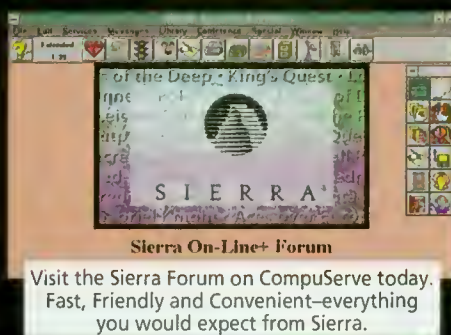
The New Sierra Forum on CompuServe. Setting a Higher Standard For Service.

In an ever-expanding effort to provide our customers with the very best in software support, Sierra recently became the first Home Software Publisher to open up a 24 hour, full service, dedicated software forum on the CompuServe Information Service.

The new forum gives Sierra software users the broadest range of information possible. The interactive environment and download capabilities of CompuServe allow Sierra to deliver service that is unequalled in the home software industry.

It's like having a 24 hour Service Station for your Sierra products right out here on the Information Highway. We can even do Windows!

It's Right On The Info Highway



To find your way to Sierra's New Full Service Station, simply hop onto CompuServe and "GO SIERRA." As soon as you enter the Sierra Forum, you'll find everything you need right at your finger tips. Everything you need (from Technical Support to Game Hints), is accessible at the click of a mouse button. Sound easy? It is.

Convenient Friendly Service

Even if you are a new traveler on the Information Highway, you'll find Sierra's Service Station on CompuServe to be friendly and convenient. From the moment you see the eye-catching Sierra sign (it lets you know you've arrived), to the time when you've gotten your questions answered; your thirst for product knowledge quenched; and your hard drive filled with new downloads; we'll work hard to provide the service you've become accustomed to.

Need Help? Get Back On Track!

The Sierra Forum is a gathering place for Sierra gamers who love to exchange hints & tips on popular Sierra games and simulation products. Whether you're lost in

The First Full Service Service The Information Highway.

the land of Serenia playing *King's Quest VI* or can't find the key to the men's room in the original *Leisure Suit Larry* in the Land of the Lounge Lizards, you'll find the hint you need here. If you keep getting killed in *Betrayal at Krondor* or *Quest For Glory IV*, this is the place to get battle pointers too.

Trouble Getting Started? Stop Here!



Now available in the Sierra Forum, is the file OUTP15.EXE. Download it now to make your *Outpost* game run and play better.

Look to the Sierra Forum for full service when you can't seem to get your game going. Whether the problem stems from a need for an adjustment of your CONFIG.SYS or a full overhaul of your joystick drivers, we can help. Our Technical Support Department is always available to help you with even the most complex problems - usually in less than 24 hours. If the diagnosis is your music card driver needs replacement or the game needs a more serious patch, the problem can be solved with a simple software download and usually for no additional cost.

Could Your Game Use A Tune-Up?



Add additional levels to your game of *The Incredible Machine 2* or *Lode Runner*. There are dozens of new levels available.

Are you one of those game fanatics that has actually finished every level of *Lode Runner* or *The Incredible Machine 2*? Download additional levels now! Trouble knocking the German Ace Baron Von Richtenhofen out of the air in *Red Baron*? Download a "mission tape" of a flight master at work to learn how. There are custom plays for *Front Page Sports: Football Pro* and more. Take a look - download what you like. There's even an area where you can post challenges to opponents for the popular new game *Battledrome*!

Take New Software For A Spin!



The new update for *Front Page Sports: Baseball* improves game play and the realism of the simulation. Download file BB1102.EXE.

If you don't already own fun Sierra products like *The Incredible Machine 2* or *Battle Bugs*, you can download playable demos of these games and give them a try. For a "first look" at many Sierra games before you buy them, you can download self-running demos or even sample screens of upcoming games to see for yourself just how stunning our new games can be.

It's A Great Place To Hang Out Too!

On a regular basis, top Sierra talent can be found in the new Sierra Forum on CompuServe. It might be one of our flight jockeys responsible for the making the popular "Aces" line of flight simulations, or one of the designers responsible for a great Sierra Adventure game. Who knows, you

may even get to meet "Mr. Sierra" himself, big Kahuna Ken Williams. In addition to the "drive by" visits from these Sierra Stars, there will also be scheduled conferences each and every month. Spend an evening at the Sierra Forum and watch our stars come out!

Bargains Galore at the Sierra Store!

Just as you'd expect from a full service service station, you'll also find a fully stocked on-line store when you visit the Sierra Forum on CompuServe. Whether you're looking for flight simulations, adventure games, kid's educational products, or even fast-paced action games, the Sierra Store is well stocked with the best products at the best prices. With regular software specials and inventory reduction sales offering up hot Sierra disks and CD's for as low as \$14.95 each, you'll always find a good deal, and it's always worth a visit just to check out Sierra's ever-changing Special Of The Week!

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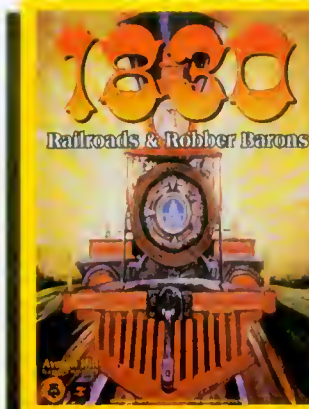
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Hot off the press

Leisure Suit Larry's Greatest Hits and Misses: Pressed onto a Single Shiny Surface!

Picture this scenario: You've played some of the more recent incarnations of the *Leisure Suit Larry* series, but you want to know "how it all got started," so to speak. The local software store doesn't stock the original Larry games anymore, so you thought you were out of luck! You kept trying to obtain prior episodes in this classic series starring the man with the cleanest polyester suit west of Texas, *Leisure Suit Larry*, but the games were nowhere to be found. Some software companies might tell you to take medication, while others might try to offer limited edition reprints; but not Sierra On-Line. You called, faxed, mailed, and some folks even wanted to camp outside Sierra's offices to convey one underlying message: Give us more of Larry; we want it all! Despite concerns from some insiders that the public couldn't handle all of Larry, Sierra served your compassion for more by recently releasing a Collector's Edition, *Leisure Suit Larry's Greatest Hits and Misses*.

To celebrate the 15th anniversary of Sierra On-Line, Larry's Collector's Edition features everything you'd ever want to know about the

games, Sierra has added some icing to the cake, or CD-ROM in this case, by including special items and programs which date back to the dawn of Larry's existence. What exactly do you get in this package designed for the ultimate Larry fan and also the casual gamer? Do you think I'm going to tell you? You're right, I am!

Free Stuff...Literally for Free This Time!

As the old saying goes, you never "get something for nothing," and that's usually true, but in this case you're getting "six somethings for the price of one." What are those six somethings? Not just any software product, but the complete *Leisure Suit Larry* series, commercial free—except for those annoying airport ads in *Larry 5!*

That's right, Al Lowe's "little man" is ready to waltz across your computer screen in all of his diversified adventures! In addition to the fact that these adventures are all bundled together for the price of one, just try finding some of the earlier Larry hits on software store shelves;

they aren't there, are they? Why not? Because most of the Larry games have been out of print for years, and are now

By Geoff Keighley

world's favorite software hero with a receding hairline. Besides including the complete collection of the *Leisure Suit Larry*

only available in this collection. All right, so this sounds a bit like an infomercial, but who can resist such a deal?

Wait, there's more! What if I were to tell you that in addition to this wonderful offer of Larry's greatest hits, Sierra is going to throw in absolutely free, a copy of *The Laffer Utilities*, which prints images, tells jokes, and forecasts horoscopes! *The Laffer Utilities* contains some of Al Lowe's favorite jokes, along with a complete database of Larry images to print out and show your friends! Did you think that was it?



This is Passionate Patti. How did a nice girl like her get into a game collection like this?

We're not done quite yet! Throw in *Larry's Big Score*, and *Larry's Casino Games* from *Take-A-Break Pinball* for Windows, which is a pinball table based on Larry, Larry Laffer! All of this incredible computer data, millions and millions of bits, available for a limited time, all in one package! All this software combined would cost upwards of \$360 American dollars. Now, Sierra is practically giving it away, for a one-time special collector's price.

Some of you may be sitting by your computer, reading this message, and

saying "Martha, how do they do it? I bet it's because of volume!" Listen Sherlock, here's a secret from "behind the



You'll never find exotic and exciting locations like this in other adventure games.



Larry's Scrapbook is full of the rowdy kind of humor we used to get away back in the old days before we matured. Not for the faint of heart.



The more things change, the more they stay the same. Another Larry game, another sleezy bar.

mountain" at Sierra: They tell me this series has been put together to celebrate the great achievements of Larry, and there's no catch involved! Well, besides the fact that Larry threatened to walk if they release this product. Just kidding, folks! No strings attached, and no floppy disks either!

Larry's Big Misses!

As any Larry fan knows, Mr. Laffer has had his share of trouble with women, and all of his escapades can be experienced in this tremendous compilation. When the title mentions the "greatest misses,"



One of those rare times you'll see Leisure Suit Larry trying to "chat up" a guy. It's not that kind of game.

they're talking about Larry's rather tarnished record with the babes over the years. Don't take my word for it though, lounge through the entire series yourself!

Also in this collection, designer Al Lowe offers a behind-the-scenes look at how he creates an adventure game. Although Al's been quoted as saying "you sit down at the computer, stare at the screen, and a year later, you stand up with a game," there's a lot more that goes into the creation of one of Larry's gigantic adventures. Just think: Al has spent over six years of his life devoted to

Through the Years: Larry, How You've Changed!

Larry 1

(Original): You would never know it from this picture, but Larry has a receding hairline and is wearing his trademarked polyester leisure suit. Decked out in luscious CGA pixels, Larry looks a little blocky — just like his personality.



Larry 6

Larry became the big man on campus when Al and the elves at Sierra managed to enhance his look and increase his "cool" factor by hanging a gold medal around his chest, and un-buttoning more of his shirt. The production team went wild for Larry, but he still couldn't impress the babes. Maybe Larry will get "bigger and better" in Larry 7? He can only hope!



this collection, creating some of the funniest adventures to ever hit disk drives. The collection includes a video interview with Al, talking about his life and how Larry came into existence. Finally, there's a special bonus interview with Al, done for a German television show, dubbed in German!

A Real Tearjerker

For those of you with a special place in your heart for Larry, the Collector's Edition has great nostalgic value, and it really shows how adventure games have changed over the years. From pure text input in the early titles, to a full blown icon interface in later exploits, adventure games certainly have evolved over the years. Throughout the history of gaming Larry has kept prancing around the screen. The evolution is extraordinary, and it's mind-boggling to see what was "cutting edge" technology only a few years ago. Nonetheless, Larry has outsurvived all computer game technology, and still lives on in his adventures, no matter if he's a cheesy EGA resolution character, or a full blown VGA superstar.

Perhaps one of the nicest features of the collection is the commemorative 68-page Larry scrapbook. Featuring splashes of full blown color, and even a nice spiral binding, Sierra has spared no expense in



Leisure Suit Larry immortalized in his own pinball game. It's included as a bonus on the CD-ROM.

detailing some of the funniest moments in Larry history, with special commentary from the famous Al Lowe himself.

From a Larry Fest to the Wild West!

As a special treat, once you get sick of seeing polyester suits and one of the sleaziest computer game heroes ever, travel back to when the West was fun, and meet up with *Freddy Pharkas*, *Frontier Pharmacist*, another one of Al Lowe's smash hit creations. Set in the late 1800's, Freddy is a totally new adventure, with some of the funniest jokes known to man—and sheep. Experience the interactive demo on this collection, and then you can go out and buy the complete game, on disk or CD-ROM. Think of it this way: If you don't buy Freddy, Sierra won't be able to make a sequel, and hence, no chance of a valuable Collector's Edition—foreshadowing, my friends!

Whether you're a

new computer gamer looking for some of the funniest adventures ever released, or a veteran gamer who wants to revisit Larry history, his complete journey is now packaged together in one box—environmentally friendly! This series is really one of the true gems of the computer game industry, but four sequels really speak for themselves. So watch Larry's pursuit of women again and again, five times over, with the complete Larry collection, pressed onto a single shiny surface! Next time you're perusing the software store at your leisure, check out the only software box with a man in a polyester suit on it: *Leisure Suit Larry, in his Greatest Hits and Misses*.

Bottom Line

Adventure Game

Availability: Now Shipping

Summary: Your chance to own every cheap joke and bad pick-up line. It includes every gal that got away from Leisure Suit Larry in every game. A must have for anyone with a warped sense of humor!

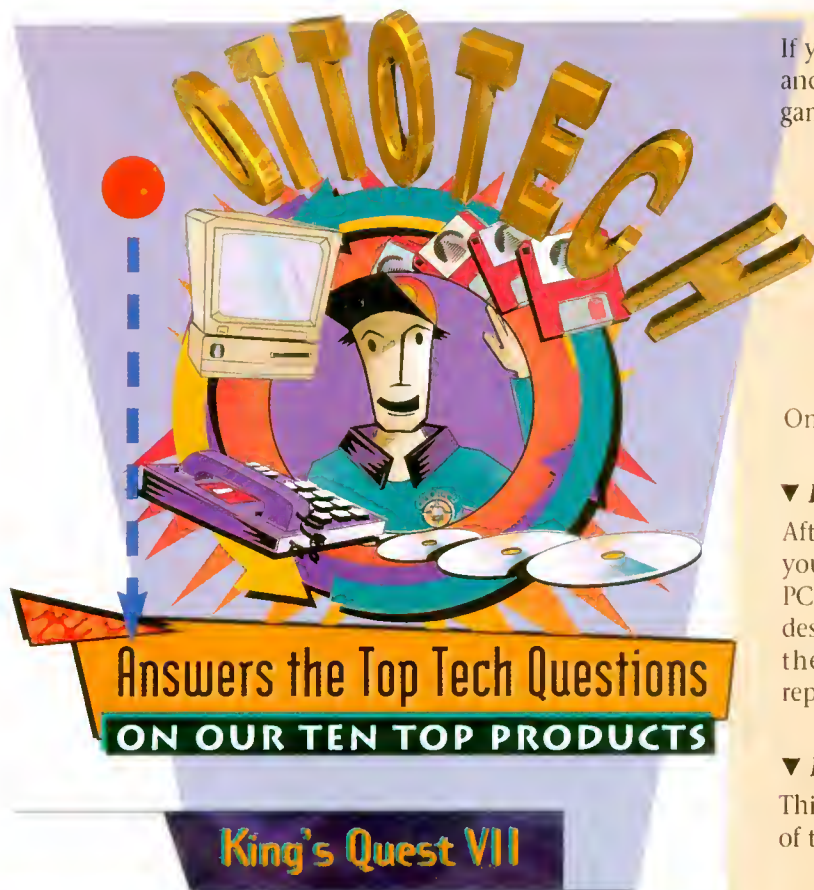
Price: \$69.95

But wait, there's more!



Larry Lends a Helping Hand!

Have you ever been sitting at the computer and thought to yourself, "Why doesn't Sierra release a series of utilities about Leisure Suit Larry? You know, they should have horoscopes, jokes, screen savers, a phone database, sign maker, office pool database, phone database, excuse list, clip art and, you and more!" What would Sierra say? Probably that you should get out to the software store more often, and take a look on the shelf for the *Laffer Utilities*! But wait, before you snatch it up off the shelves, you have two options: pay the full retail price for the product, or purchase *Larry's Greatest Hits and Misses* on CD-ROM, which includes the entire *Laffer Utilities* as an exclusive bonus, free of charge! This entire suite of utilities also randomly generates humorous newspaper headlines, along with more useful things, such as a restaurant database, appropriately called "Where do you want to go for lunch?" Sure, Larry might be out to lunch himself, but at least his image will actually be of use for once—that is until your boss catches you printing all of that clip art on the Laser printer.



If you have version 1.4, be sure you install both the CD-ROM and the disk. Some game files are located on the disk and the game won't function properly without them.

▼ **Do you receive a STOP error during install?**

If the installation halts with a STOP message, click on the title bar of the STOP dialogue box and drag it to one side. Note the name of the file that the installer was trying to copy to and find that same file in File Manager. Click once on the file name and select Properties in the File menu. If there is an X in the Read Only box, click to remove it and restart installation.

▼ **Is your game missing an icon after installation?**

After installing the game, if the KQ7 icon doesn't appear, you're probably using a Windows replacement shell such as PC Tools or Navigator. You have to disable the replacement desktop, and use the Windows Program Manager to install the game. For information on how to disable desktop replacements, contact your desktop software manufacturer.

▼ **Error message when fleeing the were-beast?**

This error occurs on certain systems when using version 1.1 of the game. It's easily corrected with our free upgrade.

▼ **Hippos and were-beasts giving you trouble?**

Does the Hippo refuse to take your nickel? Is the were-beast animation looping? These problems should be remedied by patch disk KQ7PAT, and can be used on versions 1.4 and 1.51 of the game.

▼ **WIN32S errors? Game crashes on boot up? Jumbled up graphics?**

This can be caused by incompatibilities with WinG. To disable it, copy the file SIERRAW.EXE from the CD-ROM drive into the \SIERRA\KQ7 directory. Then click once on the KQ7 icon, go to the File menu, select Properties. Under Command Line, remove the second S from SIERRAWS.EXE. The KQ7 icon will turn into a gray icon.

If you are receiving a Win32S error, delete the subdirectory WIN32S in the \WINDOWS\SYSTEM directory. Delete any files in the \WINDOWS\SYSTEM directory that start with WIN32S. Finally, in the WINDOWS directory, edit the SYSTEM.INI file. If there is a DEVICE line which mentions WIN32S, delete it. Save the file, exit, and restart Windows.

If you then receive a Bad Ops Code error starting the game, you have an older or corrupted mouse driver. Contact Microsoft or your mouse manufacturer to obtain the latest mouse drivers for Windows.

If you are still crashing out of Windows or DOS when you try to start the game, you may need new video drivers. Contact your video card manufacturer to obtain the latest drivers for your model of video card.

▼ **Insufficient memory?**

- A) We recommend using a boot disk.
- B) Check your Windows swap file. To run this game on a 4 megabyte system, you should create a 5.5 megabyte permanent swap file.
- C) You may also need to edit the game's configuration file. In the \SIERRA\KQ7 directory, edit the file called RESOURCE.WIN. First edit SCIMINK=2100 line. You may lower this number to 1900. Next, as appropriate, edit the line WING=TRUE to read WING=FALSE or add the line to the end of the file. For more information on how to use your EDITOR, refer to your DOS manual or contact Microsoft's technical support department.



▼ **Getting a message indicating you need 256 colors or WinG requires an updated video driver? Getting a GROWSTUB error?**

This game requires a video resolution of at least 640x480 in 256 colors. A GROWSTUB error indicates you have either an older or corrupted mouse driver. For more information, please refer to the game's README file.

▼ **Experiencing error messages or lockups with a 3.5" disk and CD-ROM?**

If your CD-ROM game came with a 3.5" disk, check the disk for the version number. If you have version 1.1 of the game, we now have an upgrade that corrects the errors and lockups that may occur on some computer systems. Obtain a free upgrade by calling the Direct Sales Group at 1-800-757-7707.

MetalTech: Earth Siege

▼ Getting an EMM exception error or General Protection Fault when starting the game?

Create a boot disk from the installation program for use with the game.

▼ Own a Gravis UltraSound or AWE-32?

Having problems with errors? Lockups? Thrustmaster? You need patch ESPAT.GXE.



Aces of the Deep

▼ Having problems with the disk-based version?

If you have diskette version 1.0 (check disks), patch AOD11.EXE. can correct most problems.

▼ Getting an EMM exception error or General Protection Fault when starting the game?

We recommend a boot disk.



Quest for Glory 4

▼ Problems with error messages, or game halting?

On the diskette version if you get the error message "Unexpected Interrupt" or your game halts with large text on the screen, or if you get the "Assertion Failed" message when saving a game, you need the patch disk QG4PAT.EXE.

▼ Getting an "Insufficient Memory" message when you try to start the DOS version of the game?

We recommend using a boot disk

▼ Getting a message stating that 256 colors are required when you try to run the Windows version?

This game requires a video resolution of at least 640x480 in 256 colors. Please consult your video card documentation or your hardware dealer for instructions.

▼ Can't enter the combination on the safe in the Thieves' Guild?

The lock on the safe doesn't have all the letters spelled out on it. It has an A, then a dash, then C, etc. The dashes represent the missing letters. Click on the letters and the dashes to spell the combination word.

▼ Can't import your character from Quest for Glory III?

You need the patch disk, QG4IMP.EXE..

▼ Getting Fatal Error #47 when trying to climb down the slippery slope?



Click your walk icon on the tree low enough so it's still on the path. Your character will walk to that point and slide. If you still have difficulty, scoot your character slowly along the screen by clicking the walk icon just in front of him.

LodeRunner

▼Black or white screen in the DOS version?

You may not have your VESA driver loaded or have a VESA-compatible video card. It could also be insufficient expanded memory, or EMS. The game requires 2 megs of EMS, rather than the 1 meg indicated on the box.

▼Joystick or Restore Games Trouble?

You need patch disk LRWIN if you are having joystick problems in the Windows version. Or, if you're getting Divide Overflow/Divide by Zero, Application Error when trying to RESTORE after losing last life, or if you are having trouble restoring saved games.

▼Problem restoring saved games with CD version?

You need patch disk LRCDPT.



Police Quest 4

▼"Unexpected Interrupt?"

If you have this problem, or if your game halts with large text on the screen, or if it takes an extremely long time to restore a saved game, you need patch disk PQ4PAT.EXE.

▼"Insufficient Memory" message?

General Protection Fault error? Game freezing?

We recommend a boot disk.

▼Unable to handcuff Walker in City Hall?

Click the gun on Walker. Then click the talk icon on him twice, once to make him drop his weapon and once to make him kneel down. Then quickly click the handcuffs on him. If this does not work, no matter how fast you do it, get patch PQ4CUF.EXE.



Hey Dude...need a patch disk?

If you need a patch disk to correct any of these problems, turn the page for patch disk ordering information.



Outpost

▼ Want information on how to get the free upgraded version of Outpost?

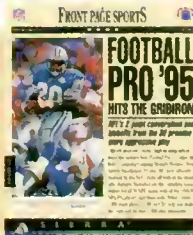
Sierra is now shipping Outpost version 1.2. To receive the latest upgrade, download the OUTP15.EXE file from the Sierra BBS, CompuServe, or America OnLine. If you do not have a modem, you need a patch disk.



Football Pro '95

▼ No crowds in the stands? Players can't change position? Can't load extra plays from the CD version?

You've got an old version of Football Pro '95. You need the patch disk, FBP95.EXE.



Spelling Blizzard

▼ Trouble with the approval word hint?

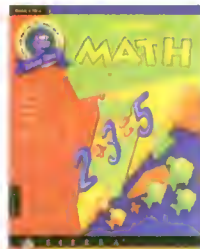
The idea is to move the snowball into place before getting the letter R in the word approval. Go to the mound above the snowball and push the snowball south. Next, push it east, so it rests against the letter R. From your new position above the snowball, push it south again. It is now in the appropriate place where it can be used to cross the river. Don't forget to get the rest of the letters on the east side of the river before pushing in the snowball and crossing.



Early Math

▼ Application error when trying to eat an apple?

When the Alien drives the car past the bridge puzzle and attempts to eat an apple, you will get an Application error, or an error message stating "EMATH Caused a General Protection Fault in Module WD33-8.DRV." You can either select IGNORE and continue to play; or if the problem occurs in the CD version, you can order a patch disk.



Patch Disks:

▼ If you need a patch disk to correct any of the problems mentioned in this article, we have several ways you can obtain one.

You can write to:

Patch Disks - Sierra On-Line

Patch Disks Dept. 10
Coarsegold, CA 93614-0485

▼ If you have a modem and prefer to download the patch, you can find it on the following on-line services:

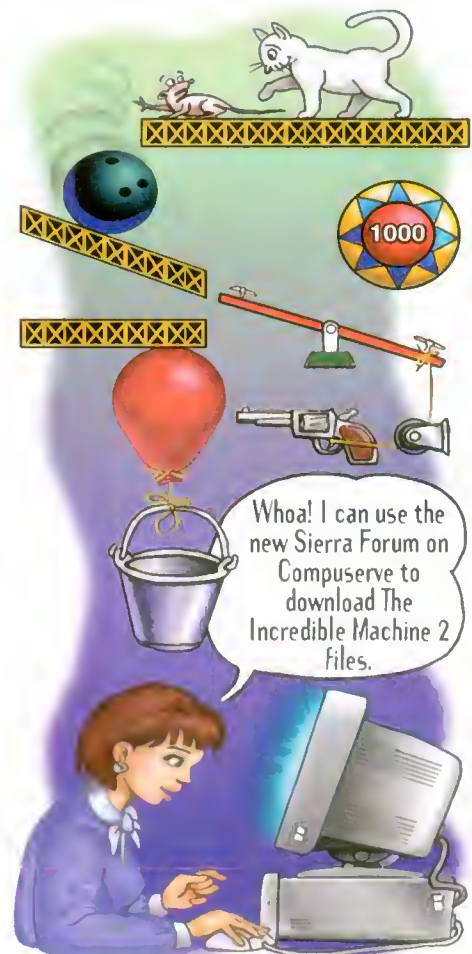
Sierra BBS: U.S.A. (206) 644-0112
or U.K. (44) 1 734 304227

CompuServe: Type Go Sierra

America Online: Keyword Sierra

▼ If you have access to a fax, please include your full address. Our fax number is: (206)644-7697

Unfortunately, some patches will change the game files extensively. In few cases, they make it impossible to restore saved games. After installing the patch, you may have to start the game over at the beginning. We apologize for this inconvenience.



Special section

Seeing is believing! New EasyPhoto

is hot hardware and software for your home P.C.



Use your own photos!

poor quality imaging, and generally poor ergonomics). New *EasyPhoto* has been created specially for the home user at a price you can actually afford!

For most people, the popular part of this package is the *EasyPhoto* Reader unit. It couldn't be easier to use and is completely hassle-free. You don't need an internal board for your computer—you just plug it into a parallel port. It's smaller than an average telephone and features a unique feeder that positions your photo and feeds it into the scanning system. At the press of the button, it automatically reads your printed photo into the computer. A superior quality image every time.



before you can use them. Not *EasyPhoto*. But the real advantages of *EasyPhoto* become evident once your photo is digitized. Unlike many other

scanners, the *EasyPhoto* Reader unit uses *EasyPhoto* software that is actually easy to understand and install.

Digitized images saved on your hard drive are in the 100K range for an average picture - and the quality is pretty incredible. That's because *EasyPhoto* has standardized JPEG as its format for digitized graphics. Other scanners use other graphic formats that can take up to 10 times as much space on



your hard drive for an image of comparable quality. (JPEG is an emerging industry standard for graphics.) You won't run into compatibility problems when you move picture files to other applications when you make them with *EasyPhoto*.

Once you save an image, the number of things you can do with it are simply incredible. The folks at *Storm* have identified the obvious examples, like school reports, birth announcements, holiday

"Everyone who has seen this software/scanner combination has fallen in love with it." -PC Letter

Other personal scanners look like digital paintbrushes. They ask the user to slowly move the scanning device over photos in such a way that it almost guarantees the result will be a blurry image - even after a few tries. (If you should have a need for this old-fashioned style of scanner, the

EasyPhoto Reader unit actually becomes one at the touch of a button, but I'm not sure what the advantage would be.)

Most handheld scanners have a long list of technical requirements that you need to deal with

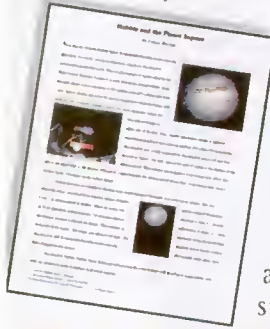


The old saying is true that a picture is worth a thousand words, then you could say that *EasyPhoto* gives your computer a new and powerful vocabulary. This inexpensive and easy-to-use new peripheral and software package for the home computer makes it as easy to express yourself with photos as it is with text - maybe even easier.

This new product from *Storm Software* is the first successful merger of personal photography with your PC, even though

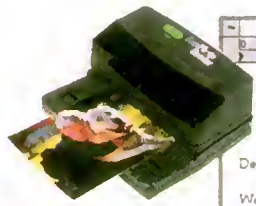
"Nifty...and it works like a charm." -CD-ROM Today

the technology has been around for a long time. In fact, at first glance it might be easy to dismiss the *EasyPhoto*



Reader unit as just another personal scanner like *ScanMan* or any of a half dozen versions of commercial scanning systems, (that are difficult to use, suffer from both





letters, etc. They've also included some simple-to-use word processing templates and step-by-step

instructions on how to develop others. You can easily include photos in any of your word processing documents — including full color images (if you happen to

be one of the growing number of people with access to a color printer).

In fact, probably the single most impressive thing about *EasyPhoto* is the way photo images are en-

hanced by the software during print time. When you compare a photo printed using *EasyPhoto* software (black and white or color) with a standard printout of the same picture, there is a clear improvement in the quality when using *EasyPhoto*.

Aside from the hundreds of obvious uses for *EasyPhoto*, there's also a number of fun things I've found I can do with it. I've taken the personal photos that once cluttered my desk, converted them to a .BMP format, and moved them to my Windows desktop. (It's kind of a shock during the day to look at my computer and see my wife peeking out from behind a spreadsheet.) There are also a few shareware programs out there that will allow you to load pictures of families and friends into a screen saver, so your computer will randomly display them whenever you aren't working with your PC keyboard.

If you're one of those people who seems to have developed a large number of on-line friends over the years (like me), you can send them pictures electronically, quickly and inexpensively. (An average color photo image takes less than three minutes to upload to CompuServe or America Online at 9600 baud.) Since the



JPEG format is widely used on the Internet and (to a lesser extent), CompuServe, none of my friends seem to be having any

may want to consider purchasing just the *EasyPhoto* software for \$50. It's worth the price just for the print routines that improve images at print time; though the search features on the photo storage program could be even more useful if you tend to handle large quantities of photo images in your business. *Storm Software* predicts the complete system will be in

short supply until around Christmas, but it will be available in limited quantities as early as April.



problems finding a way to view my pictures.

While admittedly I'm a bit of a gadget hound, I've found that my own enthusiasm for this product has been overshadowed by my wife's and co-workers'. Now the relatives all know what our new house looks like, though they live hundreds or thousands of miles away. And the guy I share an office with has finally won a round with his insurance company when he sent them a letter via fax, complete

**"...an important benchmark in technology development... well designed and easy to use."
—Boston Globe**

with photos of the major dent they were trying to pass off as a "minor scratch." Perhaps best of all though, I've finally archived all those photos I've taken of my family (over the last 10 years of marriage) using *Storm's* excellent photo album feature. (It took about five hours to scan them all in, and about two boxes of 3.5" floppies, but it was so easy to do I accomplished the task during a relaxing evening watching television.)

At only \$250, the *EasyPhoto* Reader hardware and software package is a great addition to any home computer. If you happen to already own a personal scanner, you may want to upgrade, or if your scanner is a professional one, you



SPECIAL PURCHASE

Through special arrangement with **Storm Software, Sierra** has reserved **EasyPhoto Reader** hardware and software packages for the first 500 Sierra customers who order it at the special price of **only \$229.95***. Makes a great Father's or Mother's Day gift.

Call now to order!

1-800-757-7707

Offer # IS9557

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the
press

A★C★E★S

THE COMPLETE COLLECTOR'S EDITION



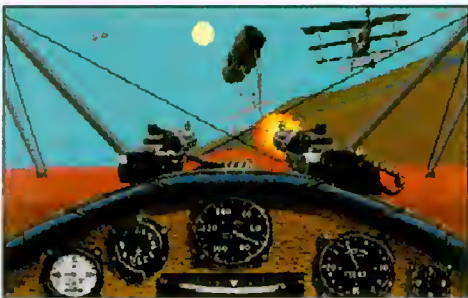
Experience the evolution of aerial combat from the wood-and-canvas planes of the first World War to the machines of destruction used by modern military.

The best of the Great War Planes

series, *Aces: The Complete Great War Planes Collector's Edition* is the most recent addition to Sierra's growing series of greatest hits collections. This assortment contains all of the planes, all of the missions, from every one of the bestselling Dynamix flight sims published to date. For the price of a single simulation, you can experience the historic air battles of both World Wars and Desert Storm as presented in the multi-award winning *Aces* Collection.

Red Baron

In the early days of flight, combat was a personal experience. Planes were constructed of nothing more durable than wood and canvas. Dogfighting was much more an experience of man against man. Due to the relatively low speeds and



The incredible grace evident in even the earliest planes of war will astound you.

the manually-operated weapons of the day, it was a situation where skill and sometimes luck were the only things that prevented a pilot's untimely death, unlike today's automation-based combat. The grace and precision used in this recreation of the WWI experience should not be missed by any interested gamer.

Choose your side and fly with either the British



Royal Flying Corps or the German Army Air Service in this WWI flight sim. Also ripe for the picking are 17 different planes including the Sopwith Camel and the Fokker Triplane. In the many possible missions, you can go one-on-one against an historic ace, engage in dogfighting, shoot down spy balloons, or even fly evening missions. Hundreds of research hours went into both *Red Baron* and the *Mission Builder*. The aces react just as the real pilots did back in 1914, and each individual aircraft is programmed with all the strengths, weaknesses, and quirks of its historical counterpart.

The included mission-building option adds more planes, more aces, and the opportunity to create your own missions.

By Christa Phillips

Customize every element of the simulation to your personal specifications. *Red Baron* is the first simulation to include the mission recorder feature. It was awarded *Computer Gaming World's* Game of the Year and was one of a select few games ever enlisted in CGW's Hall of Fame.

Aces of the Pacific

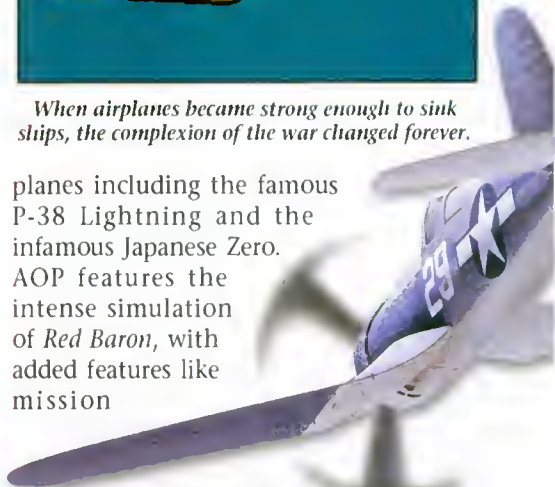
The second World War ushered in the age of mass-produced aircraft, along with mass-produced and trained pilots to fly them. Superior weaponry and training offered new opportunities to employ complex strategies for winning battles.

Within this simulation, you will fly for the United States or Japan in 30 different



When airplanes became strong enough to sink ships, the complexion of the war changed forever.

planes including the famous P-38 Lightning and the infamous Japanese Zero. AOP features the intense simulation of *Red Baron*, with added features like mission





WWII. A time of mass-produced planes and pilots. Can you survive a war of attrition?

"Aces of the Pacific featured the best WWII dogfighting and graphics yet seen on a PC. And the WWII: 1946 expansion disk added seven new planes to AOTP's already huge selection"

—Scott Wolf, PC Gamer

training. You can practice on the finer points of aerial combat such as dive bombing, attack planning and carrier landings. Aces also allows you to pick your own missions, whether it be dogfighting against an ace, combating air patrol, or reenacting an historic flight. WWII: 1946 is an alternate-history module that allows you to fly missions as if "the bomb" had never been dropped and the war had continued. The added planes make the transition from propeller-driven to jet aircraft.



Who had the faster, more maneuverable planes? The answer changed constantly.

Aces Over Europe

Computer Gaming World named AOE Simulation of the Year soon after it was released. In the follow-up to AOP, the combat arena moves to Europe, and the graphics make a giant leap forward. Enlist in the American, German or British Air Force and fly aircraft like the Mustang or the Messerschmidt 109. AOE contains new mission types including Close Support, Interdiction, and Armed Reconnaissance along with the old standbys. In addition to the myriad of



missions, you can also choose to dogfight a famous ace or an entire enemy squadron. As in AOTP, exceptional valor earns promotions and medals. "...simulation so realistic that when your plane is shot up, you will be tempted to check for bullet holes in your



Personally experience the evolution of the warplane.



clothing." —John Terra, Computer Shopper. "What I want is the 'feeling' that I am flying, not playing an arcade game. AOE delivers that in spades." —Alan Fusco, Strategy Plus.

A-10 Tank Killer

Modern warfare (based on technology), means the pilot is so aided by computers that he may never actually lay eyes on his intended target. Thus, the emphasis of A-10 moves from man to machine, demonstrated by the awesome fire power of modern aircraft. The first flight sim ever from Dynamix,

A-10 Tank Killer features the Fairchild Republic A-10 Thunderbolt II, affectionately known as "the Warthog," for its lack of beauty. War ain't pretty, and the Warthog gets the job done—its job being the destruction of enemy tanks and the pulverization of enemy strongholds.

The A-10 is armed with a seven-barrel, 30 mm, front-mounted cannon known as an "Avenger," which makes short work of the enemy. The bullets in the Avenger are made from depleted uranium, a metal tough enough to pierce even the toughest armor. This simulation offers up 21 missions in all, including seven based on the Gulf War.

ALSO INCLUDES

The Aviation Pioneers
MUSEUM OF FLIGHT
1903-1939

A special feature of this collection is new Aviation Pioneers, a multimedia review of aviation history from 1903 to 1939. Includes rare and historic film clips and photographs of milestones in aviation history.



How prepared for war is the A10 Warthog? It can continue a mission even with half a wing blown off!

Bottom Line

Flight Simulation

Availability: Now Shipping

Summary: The complete collection of the bestselling and award winning flight simulations of Dynamix.

Price: \$60 (Over \$250 when sold separately).

Meet the maker



Sierra's SWAT ASSAULT

An Interview with Chief Daryl Gates about Special Weapons And Tactics (and software)

InterAction: What inspired S.W.A.T.?

Chief Gates: The idea came about during the 1965 riot in Los Angeles. During that time I must have rolled on 100 shootings and 100 sniper calls at least—maybe more. Whenever there was a response from the police (in my judgment), it was very undisciplined. You get a criminal who is barricaded and well armed and doesn't want to come out. A lot of the time you simply relied on luck, kick down the doors, and go in with guns blazing. You hope you are successful.

The more I began to think about that, the more I realized that we had to come up with a better system.

Finally, we had a shoot-out. We refer to it now as the Surry Street Shoot-out. It had to do with a real nut who was heavily armed. He shot a police officer in cold blood on his doorstep. When the officer's partner rolled up, the suspect had a high powered rifle and shot the partner as well. I decided right there we were going to change the way we do things. We're going to have controlled fire, and we're going to develop the kind of techniques that will take a guy like that out as quickly as possible and keep the injuries down. That was the beginning of S.W.A.T.

InterAction: How effective has the Los Angeles' S.W.A.T team been?



Kenneth Bianchi
a.k.a. The Hillside Strangler

Chief Gates: Extremely effective. Sometimes people get the wrong impression of S.W.A.T. They think their whole purpose is to go in and shoot people. That is not their purpose. Their success is rated on their ability to end a very violent situation without any gun fire. If you look at all the S.W.A.T. situations, you will find that probably 95% of their incidents (which are very violent at the beginning), resulted in no additional injury to anyone once S.W.A.T. arrived on the scene.

InterAction: Chief, what's your vision for the L.A.P.D. SWAT game?

Chief Gates: The ultimate vision is to produce something that is going to give the player the opportunity they'll never have in life. In *L.A.P.D. SWAT* you'll actually be a member of a S.W.A.T. team. You control your own destiny. I want to dedicate this CD to S.W.A.T. people all over the world—people who engage in this very, very dangerous occupation.

InterAction: What are these S.W.A.T. officers like?

Chief Gates: Two words come to mind: dedication and pride. They have incredible pride in what they do, and they are totally dedicated. All you have to do is look at the training schedule, it's a killer.

They also have to be intelligent and articulate. It was a S.W.A.T. team member who talked O.J. into surrendering—the uniformed guy who came out of O.J.'s house a couple of times, Pete Weireter. Hopefully, Pete is going to be in the game.

InterAction: How do S.W.A.T. officers cope with the constant pressure they must be under?



Profile:

Daryl Gates spent 43 years in law enforcement and has worked on such high profile cases as the Manson

murders and the assassination of Bobby Kennedy. During his tenure as Police Chief of the 8,000 strong L.A.P.D., Gates pioneered the S.W.A.T. Team concept and was a founder of the D.A.R.E. drug prevention program for children. After his retirement in the wake of the 1992 Los Angeles riots, Gates found a new career as a designer of realistic adventure and simulation products for Sierra. Watch for Gates "Police Quest: :L.A.P.D. SWAT coming this fall from Sierra.

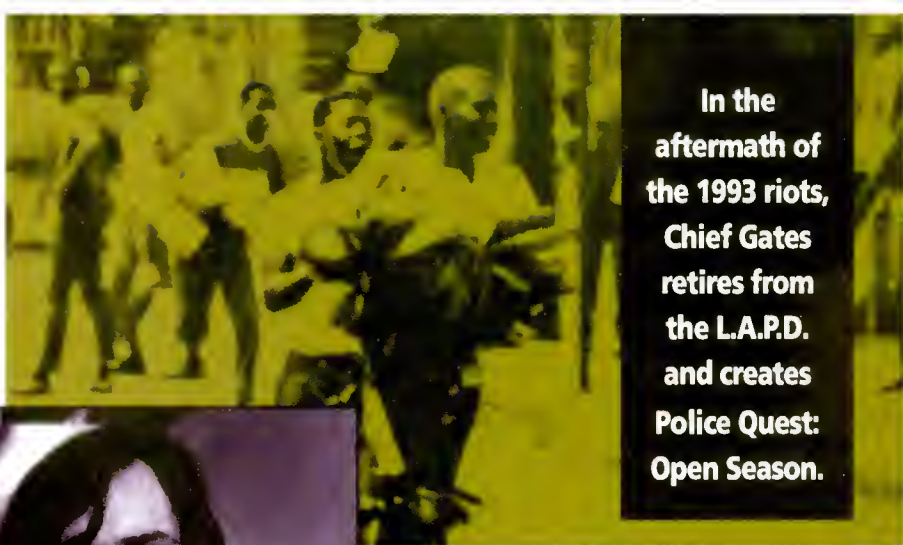
Chief Gates: An officer told me about a barricaded suspect who had shot up a school yard and killed and wounded a bunch of children. They (S.W.A.T.) had pumped tons and tons of CS gas into his apartment to try to get him to come out. He had a shotgun, a high powered rifle, a hand gun—it was a very dangerous situation. When they finally got into the apartment, the CS gas was clearing, but all they could see was the suspect's unmoving feet. They are standing there thinking, "What's wrong with this guy? Is he asleep? Has he taken drugs?" Well, the guy had blown his head off. His eyebrows were the only thing left. His brain was sitting next to him on the floor.

The officer was telling me this story from a very philosophical standpoint. A lot of cops would have been tapped out by something like that, but S.W.A.T. officers see that kind of stuff a lot. They see an awful lot that no one else sees and it can get to them. They use humor as a defense. A lot of people misunderstand police officers from that standpoint.

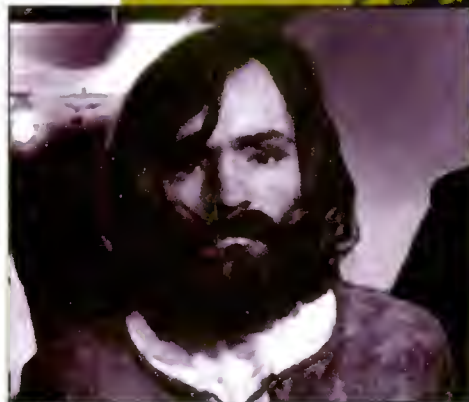
InterAction: Police Quest: Open Season was designed to give average citizens a taste of what it was like to



In the wake of the 1965 Watts Riots Chief Daryl Gates creates Special Weapons And Tactics teams to control violent criminal acts.



In the aftermath of the 1993 riots, Chief Gates retires from the L.A.P.D. and creates Police Quest: Open Season.



be an L.A.P.D. detective. How close do you think the game came to reality?

Chief Gates: Compared to other police games, the reality factor went up 100%. We have a way to go. We will always have to do a little compromising in the interest of good game play.

InterAction: What comments have you received from Police Quest: Open Season players?

Chief Gates: I've talked to police officers throughout the United States who have played the game. Professionals play it and say that they really enjoyed it, I think that is the best test.



InterAction: Chief Gates, you were with the L.A.P.D. for over forty years. In that time, you worked with street cops, detectives, forensics, and crash units. And you started the first S.W.A.T. team. Of all of these, which has been the most rewarding?

Chief Gates: Oh boy, I think the rewarding factor of being a police officer is the tremendous diversity. Every day

you get up and there is something new in your life. And if you want to move about within the organization to various specialties, you can do that. The most rewarding part of my time was working the street. Working with the various problems that we faced in Los Angeles in those days, were minor to the problems that we face today. I look back at having had the opportunity to develop the first S.W.A.T. team. That



along with D.A.R.E., I guess, were some of the most rewarding aspects of my career. I look at S.W.A.T. now, and I look at what's happened throughout the world, and I realize that L.A.'s S.W.A.T. team was the very first. That is very, very rewarding.

InterAction: If I had to choose between Open Season and L.A.P.D. SWAT, which game would you recommend most to those who are looking for the real experience of being a cop?

Chief Gates: If you want to be involved in law enforcement, do both, because that's the kind of diversity that makes law enforcement so very, very interesting. That's the profession, so you need to do both. ✎

Police Quest: SWAT will be available in the Fall of 1995. Police Quest: Open Season is now available on Disk on PC and CD and on CD for the Macintosh.

Strategy guide

KING'S QUEST THE PRINCESS BRIDE

Chapter One Survival Kit

Every year a great new game we've created draws a number of new folks into the Sierra family. This year's big lure was King Quest VII. Since we know that these recent Sierra initiates can't find games like King's Quest VII anywhere else, and thus are facing an experience unlike any they've had before, they may need a little extra help getting started. We don't want anyone to forsake this fantastic adventure game, so we've put together some survival tips and a few pointers for those of you who are new to Sierra adventuring.

Poor Queen Valanice. She's dropped dead in the desert, been mortally stung by a giant scorpion, and drowned in a pool of water. She's been kicked around more than Dick Nixon. Are you getting more and more frustrated as your frail heroine bites the dust time and time again? How can you complete the wondrous epic King Quest VII when you can't even finish the first chapter? Alas, not to worry — a little persistence and the

carefully guarded clues we're about to reveal will help you guide Valanice unscathed (well, at least undead) through Chapter I. Because the whole point to playing this magical romance is to have fun, we've also included some tips for doing just that.

First, here are a few general strategy tips especially for newcomers to adventure games.

Strategy Tip #1

Play around with the game

Don't be concerned if Valanice "expires". She's tougher than you'd expect and has far more lives than even a cat. So, bring her back to life again and again, if need be, to discover as much as you can about King Quest VII's amazing regions. Click on anything and everything. Interact with each character; you might get clues to puzzles that need to be solved.

Strategy Tip #2

Collect as many items as you can

When you click on some objects, you'll be able to take them and put them into your inventory. Pass your inventory object over the screen. If it highlights, you can use the item there. Observe



each item closely by clicking it on the eye next to the inventory window. You'll get an enlarged close-up of the object. Rotate it around by manipulating the arrows in the close-up box — you might find hidden objects or additional information you need.



Strategy Tip #3

Look for ways to combine or separate inventory items

Some objects can be combined to make useful tools. Try clicking one item on the other within the inventory window. Some objects can be separated into two separate parts by clicking the item when it's in its close-up view.

Strategy Tip #4

Make a map

Through trial and error you should get an idea of where things are. But as veteran adventure game players will tell you, it's a better idea to draw a map. Getting lost could be a mortal mistake.

Okay, let's get down to the nitty gritty. How do we keep Valanice alive long enough to see Chapter Two? After all, how many times can you bear to see this beautiful woman expire? And you've gotta be sick and tired of re-starting the game. Pay attention to these clues and your Queen may stick around until the end of the chapter.



Clue #1

It's unhealthy to drink salt water, but it could mean death to Valanice if she gives salt water to the desert spirits! Above all, be nice to the desert spirit; he's had a tough afterlife and has information that may keep Valanice alive. He will also give you something you need, if you can quench his thirst.

hint: Look for a corny way to help turn salt water into fresh water.



Clue #2

Crying can benefit Valanice.

hint: Comb your inventory for an object that will bring tears to Valanice's eyes. The fresh water could come in handy.



Clue #3

Don't try reasoning with scorpions!

Just for fun: The desert spirit gives you a choice of objects. Try the rope instead of the bug-reducing powder and vice-versa. See what happens when you encounter the giant scorpion.



hint: If all else fails, including running away, you might try to wave something in front of the scorpion to distract it (remember, you can combine objects in your inventory to make new objects).

hint: Don't click on the scorpion (I know. I know. We said, "click on anything and everything." We exaggerated a bit.)

Clue #4

Don't get stuck in the desert too long! Keep track of where Valanice is. If she lingers too long in the endless desert she'll die.

hint: Try heading northwest from the desert spirit's remains.

Clue #5

Don't let a few broken pots discourage you. One of them will survive unscathed.



Fun thing to do: Try picking up the last pot first. Try picking them up in every possible order. Does it matter what order? Another fun thing to do: See how many times you can make Valanice mutter an expression of frustration or pain such as "blast!", "oh my!", or "ouch!" (Hint: she's a sucker for cacti!)

Completely irrelevant, but fun thing to find out: Is Valanice a lefty?



Clue #6

There may be more to the basket than meets the eye.

hint: Look at it closely, you might find something you can use.



Clue #7

Wet soil is good for planting seeds.

Yeah, I know we're getting a little cryptic, but we don't want to be too obvious! Okay, here's another clue: corn might be a useful crop in the region.



Clue #8

Make sure you read the inscription on the base of the Water God statue. (in fact, it's a good idea to read everything you can!). Not only does the inscription provide rich clues, it's impossible to proceed very far without reading it. (KQ 7 can be a stubborn game when it wants you to do something!)

hint: The inscription provides the formula for turning salt water into fresh water.



Clue #9

Don't take the jackalope lightly.

This obnoxious critter may seem like just another bothersome pest, but it's imperative you capture him and take away something he has stolen.



hint: Blowing a horn in the jackalope's hole may do the trick.



hint: After you've captured the jackalope, be sure to take the tuft of fur he leaves behind.



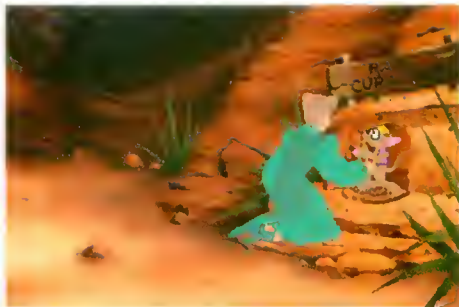
Fun thing to do: If the jackalope continues to harass you after his capture, irritate him by blowing your horn again! Repeat the drill if it makes you feel better.



Clue #10

The kangaroo rat must be able to see if he's going to trade with you.

hint: Recover his stolen glasses and he'll talk to you.



Clue #11

Try offering the kangaroo rat each item in your inventory.

Don't worry...you won't be allowed to make a stupid swap, but you might get some very useful information from him.

hint: Offer him your comb. His response may prove as good as gold!

hint: He trades for things that rhyme. For example, if you offer him a seed, he may give you a bead. If he does, take him up on it.



Clue #12

Turn the Water God's head to turn him into a Sun God.

hint: You'll see three turquoise beads; line them up.

Fun thing to do: Ask the Water God to cough when he turns his head (just kidding!)



Clue #13

Delve into the salt water pool.

Yeah right...Try looking for a scuba tank in Valanice's inventory. Actually, the way to get to the bottom of the pool is to drain it and walk down the steps.

hint: Click the symbols on the cliff face next to the cave. They will tell you what to do.





Clue #14

Get half of the turquoise key from the bowl of the idol who is at the bottom of the drained well (he's the ugly guy at the bottom of the drained well).

Be sure to put something similar into his bowl. It's impolite to take without giving. And the consequences may be dire!



Clue #15

When the colored stones on the altar come loose, put them in other places on the altar.

hint: Try putting a stone in each of the statue's hands, and another one in the stone carving (but they have to be the right stones).

Clue #16

When you have both halves of the turquoise key, use them on the door that leads out of the desert.



hint: The Colossus head's lip plug may be an exit you'll want to try.

hint: Put the halves of the key together in the inventory box..

Clue #17

You've opened the door and now there's a Gila Monster ready to eat Valance. What to do?

That's why they call KQ7 a cliffhanger! Go on to Chapter 2 and you'll move closer to the solution.

Now that you've made it through Chapter One (wasn't that worth the effort, now that it's behind you?), take a deep breath and go on to Chapter Two: "A Troll is as a Troll Does."

Can it possibly be true: The beautiful Princess Rosella has been turned into an ugly troll? How did it happen? Can she be saved from her dastardly fate — betrothal to the hideous troll king? Are there sympathetic trolls who can help Rosella escape? Will she survive the threat of the mean troll on his bridge? Will she get what she needs from the crystal dragon? What will Rosella do when she encounters two troll women in a mud bath? You'll find the answers to these questions and more in Chapter Two of *King Quest VII*. Plus, you get to switch heroines and see things from Rosella's point of view. Hey, aren't you glad you toughed it out?



For more hints on Chapter One and all the other chapters, a step-by-step "click-through" guide to *King's Quest VII*, as well as the inside story about this magnificent epic and the preceding adventures, be sure to order *King Quest VII's The Official Hint Guide*. Call 1-800-757-7707 24 hours a day, 7 days a week. This highly informative collector's item is only \$15.95.

OFFICIAL HINT GUIDE

Before starting on any journey, you need a really fine map. This is it! The only official and authorized guide to the magical world of King's Quest VII. Within these pages, you'll find such treasures as:

- Detailed puzzle hints and solutions
- A complete walkthrough of the game
- A catalog of inventory items and where to find them
- Maps of all the regions of The Realm of Eldritch
- Added goodies you won't find anywhere else, such as interviews with the KQ VII team, a behind-the-scenes look at the creation of an adventure game, photos, early sketches, and more!

With the official *King's Quest VII* hint guide, you'll get the one and only in-depth, inside look at this amazing game. Written by Lorelei Shannon, co-designer of *Kings Quest VII*, this is the most comprehensive guide on the market. Clear, concise, easy to understand—you'll never have trouble locating the hints you need!

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ON-LINE FOOTBALL LEAGUES

Do you consider yourself to be a pretty good Front Page Sports Football coach? Maybe you've been playing the game for a year or two, have consistently made the playoffs, and maybe even won a championship or two playing against the computer. If so, perhaps it is time to step up to the major leagues.



Create your own game plans and coaching profiles, with over 10,000 plays to choose from!

A true test of your coaching ability is to log-on to CompuServe and join one of the on-line football leagues in the Sports Simulations or Sierra forums. To find the Sport Simulations forum, simply type "SPRTSIMS" at the GO prompt. Access Sierra's Sports Simulations forum by typing "GO SIERRA." (See the sidebar for more information.)

According to Bill Holmes, assistant SysOp for the Sport Simulations forum, there are currently nine active sport simulations on-line leagues using *Front Page Sports: Pro Football '95*, Sierra's latest version. "Most of the established leagues,

have waiting lists of people wanting to join," Holmes explained. "When the waiting lists get long enough, we form a new league." (Sierra's new forum has two leagues in operation.)

STRATEGY COUNTS

On-line leagues are actually quite simple, even for network neophytes. As Holmes explains, "You create your plays, assemble a coaching profile and game plan, and put everything on the bus and send it on the road. If you're the home team, you get the needed files from your opponent and play the home game on your machine. Much like a real football game, you have no idea what to expect from the visiting team."

WEEKLY LEAGUE UPDATES

At the conclusion of the weekly schedule, league players download updated league files with the result of the week's games. According to Holmes, the log files created by FPSFB provide vital information to the on-line coach. "When you get the play-by-play report,

you can go in and find out exactly what went right and what went wrong so you can make the needed adjustments in your playbook and coaching profile.

"Reading the log is like hearing the game on the radio. You can't see the action, but you get a verbose description of what is happening in the game. And if you don't already know the outcome, it can be pretty exciting to read."

UPLOAD IN MINUTES

For many, the critical concern is the time required each week to participate in a football league. "It can take anywhere from the few minutes it takes to upload a game plan," Holmes explained, "to the hours some people spend tweaking their profiles and game plans."

Coaches only play their home games and prepare game plans and profiles for away games. "Coaches can use the same profiles and game plans week after week," Holmes added, "but when you become predictable, you will eventually be eaten alive by the opposition."

The cost of participating in an on-line league is minimal. With a reasonably fast modem, the time required to download files each week will take from five to ten minutes and there is no charge for

You can use CAMS to view the action from anywhere in the stadium.



By Randy Chase

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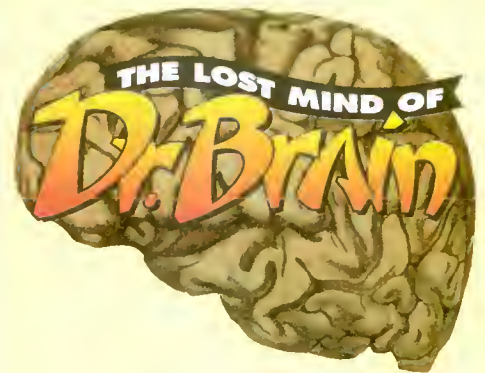
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uploading files to CompuServe. According to Holmes, "The primary cost for most coaches is the time spent on-line chatting."

PREPARE FOR THE DRAFT

The leagues on CompuServe are ongoing. After a league season ends with the playoffs and championship game, coaches immediately begin preparation for the draft and the onset of the next season. Holmes reassured interested coaches that "There is almost always a league getting ready to start play within a couple of weeks."

Even for the digital coach not interested in joining an on-line league, the Sports Simulation and Sierra forums have many things to offer the FPSFB player. Collections of custom-designed plays, coaching profiles and even leagues of historical and all-star teams can be found in the forum libraries.

"If you don't want to invest the time to design your own plays, there are thousands of plays available that you can download and immediately put to

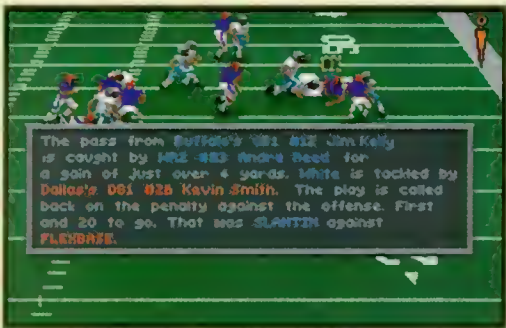
use in your own game plans when you play against the computer."

Forum discussions frequently offer the equivalent of graduate-level education in nuances of play design and coaching strategy. Both inexperienced beginners and seasoned veterans can gain insight into the inner workings of FPSFB by exchanging ideas and information with the most knowledgeable coaches in the country.

Experienced players also contribute complete leagues of custom-designed teams that can be downloaded. They range from leagues of great Super Bowl teams to leagues featuring the greatest players in the history of each NFL franchise.

KNOW YOUR TALENT

For the rookie coach, Holmes offered the following advice, "I would stress learning the personnel of your team. Learn how to exploit your strengths and avoid your weaknesses through play design, training camp, trades and the annual draft. You can win without having the fastest, strongest, smartest players if you know how



Up to the minute play-by-play information.

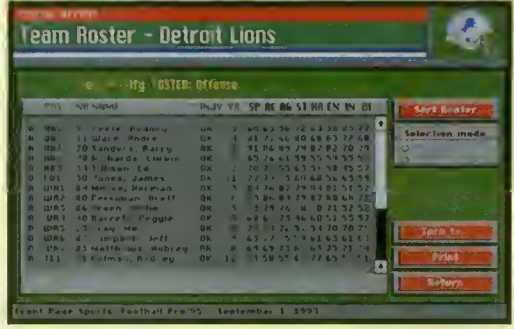
to use the personnel within their limitations."

Holmes strongly emphasized the benefits and challenges of participating against human coaches instead of just playing against the computer. "You'll find the competition is fierce, but friendly. New members will find that all you have to do is ask for help, and everybody on-line will bend over backwards to help you with anything you need."

Another appeal for many participants is the camaraderie among coaches. "We're talking about hundreds of people, almost all of whom have never spoken or met, and are scattered all over the globe," explained Holmes. "Yet everyone feels like they know each other very well because of the spirit and friendliness of the members."

For more information contact Bill Holmes. His e-mail address is 71220,3275. For the Sierra Forum contact Jim Ferrell at 74777,213.

Football Pro '95 includes all of the official team rosters and players stats.



Rookie Coaches Get Ready For Sierra's Football League

This is it. You've methodically worked out the plays, carefully scrutinized your player choices and now you're ready to compete. Welcome to Sierra's Forum Football Leagues on CompuServe. It's a great place to start your Football Pro '95 coaching career.

Sierra's new football forum is for the beginning to advanced Football Pro '95 coach ready to make that transition from armchair quarterback to sideline guru. Sierra's forum offers rookie coaches the chance to learn the game a little more before shouldering the pressures and stress associated with a big league team. Intermediate players, we've got big plans for you in the next couple of months.

Sierra offers flexible rules and on-line technical support. If you have a question, we're there to answer it. We'll take the time to explain detailed ways to improve your coaching style and increase your knowledge of the game.

There's no wait to join a league either. We offer 8, 12 and 18-team leagues. Even though it's a shorter season, the smaller Sierra leagues operate the same as full size 26-team leagues on other forums.

Also, only Sierra's forum offers an arcade play option. It allows you to complete passes, throw on a dime and exercise more control of individual players. There's less strategy involved with arcade play, but you'll gain needed experience.

And it's all worth it at playoff time. If you successfully manage to get your team to the playoffs or the Superbowl, get ready for a payoff. It's not just the satisfaction of winning, you could win big Sierra prizes too. Watch the forum for details.

To access the Sierra Sports/Simulation area from the Sierra forum, just type "GO SIER" and you'll immediately be in the big leagues. No guts, no glory. Go for it.

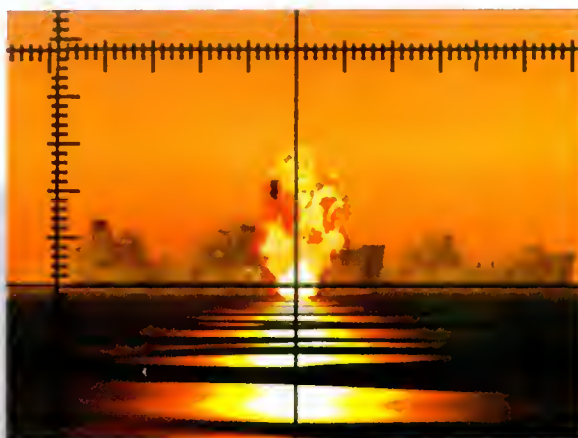
For more information contact: Jim Ferrell via CompuServe at 74777,213.

Meet the
maker

The
Real

ACES of the DEEP

The product development team responsible for Dynamix's critically-acclaimed *Aces of the Deep* U-boat simulation went to great lengths to make this product the most historically accurate submarine simulation ever developed for the personal computer—about 30,000 miles, in fact. That's the distance team members traveled to gather the data and prepare some of the features for the company's first venture into the naval war simulation genre. In all, *Aces of the Deep*, *Aces of the Deep CD*, and the *AoD Expansion Disk* required two trips to Washington D.C. for archival material, a journey to England to visit a submariner's convention and check for material at the Imperial War Museum, and a nine-day marathon to Germany to interview U-boat captains about their wartime experiences.



Most of the material gathered on these trips is unavailable elsewhere, and offers a unique look at World War II's Battle of the Atlantic.



The Germany trip in particular provided a priceless opportunity for original research. A team of five (including the *AoD* team historian Dennis Kilgore, Dynamix's resident photographic expert Dale Tendick, video producer Steve Ames and videographer Marty Dobeimeyer of Steven Ames Productions in Arlington, Virginia, and Harry Cooper, president of Sharkhunters International, a submarine history organization), made a whirlwind trip to Germany

last June to interview some of the most famous U-boat skippers of the war. These gentlemen shared with us some of their most exciting and memorable war experiences. Much of this material appears in *AoD CD*, where the interviews are interwoven with rare film footage from the war years. The resulting clips form a unique and valuable contribution to the history of the Battle of the Atlantic.

Besides being valuable history, the memories of these captains also offer gamers of *Aces of the Deep* an important set of lessons about achieving success in the simulation. Because of the attention the designers paid to historical accuracy, the wartime experiences of actual participants can make a real difference in game play.



Another freighter goes down in the Atlantic.

By Dennis Kilgore

"The new, undisputed champion of submarine simulations... Strikes a near-perfect balance of historical accuracy and playability." –Computer Gaming World



Otto Kretschmer

"I was a fan of getting into convoys..."

Indeed he was. Otto Kretschmer was the leading U-boat ace of the war. He and his crews sank over a quarter of a million tons of Allied shipping in only nineteen months of action. One reason for his success was his tactic of penetrating the escort screen around a convoy and actually getting in among the merchants. Once he was in among the target vessels, there was little chance of being spotted by a destroyer until the U-boat had had a chance to fire all its available torpedoes. Furthermore, since

target ranges were very short (often under 500 meters), it was difficult for the merchants to maneuver in time to avoid the attack, and the U-boat was able to place its torpedoes with great accuracy. The result, it usually took only one torpedo to sink a merchant ship.



It will take an accurate sense of

timing and an almost paranoid awareness of the positions and intentions of convoy escorts to allow you to get inside a convoy perimeter, but once you have done it you will have a great opportunity. When the escorts finally realize you're inside their flock they will pursue. But if you dive, the noise of the convoy itself will form an effective shield and block underwater detection systems. Withdraw, reload, and come back for another attack. That's what Otto Kretschmer did.



Historian Dennis Kilgore with the war's top U-Boat ace Otto Kretschmer.



Erich Topp

"I saw the effect of the exploding depth charges!"

When the depth charges start raining down, and all your twisting and turning doesn't throw the destroyers off the scent, you may be tempted to do something foolish just to end the tension. Stop. Think. If there is a way out of the situation, panicking won't find it. Often, just when things look most bleak, something will happen that will give you that one, little chance you need to escape.

For Erich Topp, commander of U-552 (the Red Devil boat), this situation came up in 1942. U-552 was on the surface, pursued by a destroyer. The enemy was too close for his boat to dive safely. All the destroyer would have had to do would be to drop depth charges in the swirl left by his diving submarine. But Topp did not panic. There was little he could do, but what there was, he did. As it happened, just as he ordered an alarm dive for U-552—a dive he knew would probably be his last—the destroyer turned and started throwing depth charges well short of his actual position. U-552 was saved, to fight another day. Commander Topp eventually made 19 war patrols. After the war, he became an Admiral in the new German navy.



A depth charge leaves its launcher.



Gerd Thäter

"I always had trouble with planes..."

Gerd Thäter took his Type VII C U-boat on cruises as far away as the coast of Brazil. To Captain Thäter, it seemed wherever he went there were airplanes—airplanes who wanted to kill him. Thäter and his crew shot down two of these pests, but there were always more and more of them, and they got better and better at finding and sinking U-boats. In AoD you will find that airplanes are a serious threat, and a continuously threat. If you are lucky enough to survive late in the war you will likely spend most of your time hiding from airplanes rather than stalking convoys.

Early on, in the war it is easy to view airplanes as more of a nuisance than a danger. Do not be fooled. Airplanes are always dangerous. In general, you should never stay on the surface in the presence of an airplane unless it catches you by surprise. But always keep an eye on how your flying enemy is behaving. If an airplane does not immediately attack, but circles just out of anti-aircraft gun range, you may be sure it is calling assistance. Also be very careful if you spot two aircraft, especially if one is a Wildcat fighter and the other a TBF torpedo bomber. The Allies, after the summer of 1943, deployed an air-dropped acoustic torpedo. If the Wildcat can make a strafing attack and get you to dive, the TBF will cruise in to drop one of these homing torpedoes into your wake. The last thing you will ever hear is your sound man telling you he hears a torpedo in the water.



Reinhard Hardegen

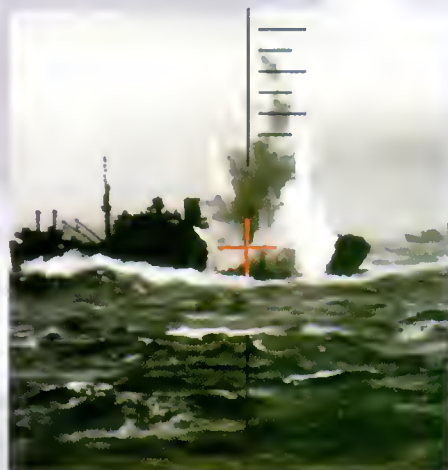
"It was a little like...hell!"

You have to be ready for anything. When Reinhard Hardegen in his Type IX U-123 approached a small freighter off the American East coast on a March day in 1942, nothing unusual was apparent. U-123 blasted a torpedo into its prey, but it somehow failed to sink the target. Hardegen decided to finish off the vessel with gunfire.

As the U-boat's gun crew prepared to open fire, the captain noticed that the little ship was still maneuvering, even though it appeared that the crew was abandoning ship.

Suddenly canvas screens dropped and guns popped out from all over the small freighter. A hail of fire enveloped U-123, (killing a midshipman standing next to Captain Hardegen on the bridge). Fortunately the smoke of the rapidly-withdrawing U-boat's diesel engines obscured the aim of the American gunners, and U-123 was able to dive and escape the trap into which she had fallen. Hardegen returned underwater and put another torpedo into the freighter, finally sinking it. U-123 had survived an encounter with a Q-ship—a vessel designed to look like an innocent victim, but which was actually a U-boat hunter.

You never know just how your intended victims and their guards will react. Sometimes it will all seem too easy. But remember, convoys and their escorts not only vary widely in their possible responses to your attacks, but that they will learn and improve as the war goes on. As soon as you start believing you have everything figured out, be prepared for a surprise. It's about to happen.



Broken in two by a torpedo, this burning tanker will soon be gone.

"A class act from every angle. Aces of the Deep is easily the best simulation of its type on the market... Excellent graphics and intense action." -SMART, Computer and Software Retailing



Wilhelm Grap

"I had to abandon my wounded comrade..."

Wilhelm ("Willy") Grap nowadays is a jovial man, who spends much of his time on the affairs of a U-boat veteran's organization. But things were different for Willy back in 1943. He was a diesel mechanic aboard U-506, a Type IX boat under the command of Kapitän Leutnant (Lieutenant Commander) Würdemann. On July 12, 1943, U-506 was a few hundred miles west of Vigo, Spain, when it was spotted by a Liberator of the American 1st Anti-Submarine Squadron. The resulting fight led to the destruction of U-506 and the death of most of her crew. Captain Würdemann got most of his crew off the boat, then took his boat down with the hatches open, saluting his crew in the water as he died. Willy was forced to abandon a wounded comrade laying on the deck of the boat as it went down.

When you see Willy Grap (a brave man and a warrior), breaking down as he describes the events of fifty years ago, you realize this war was not a simulation. It was a very real and very important time, a time which seared itself into the living memories of those who survived. The sacrifices of all those who fought the Battle of the Atlantic—merchant seamen, escort teams, and U-boat crews alike—should never be forgotten. Too many died, and too many of the survivors still bear the scars, to ever allow the memory to fade.



Tanker S.S. Dixie Arrow burning off of Cape Hatteras, March 26, 1942.



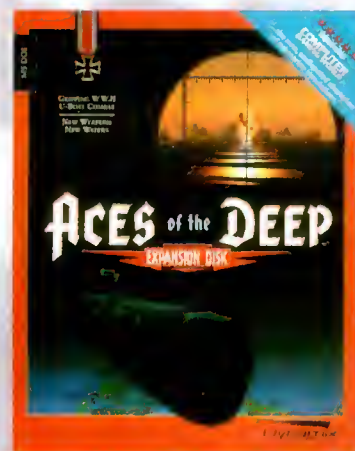
Otto Westphalen

"This tactic couldn't be used anymore..."

Things change. You will find that tried and true techniques will (as time goes on), become less and less effective. For Otto Westphalen, the tactic of attacking a convoy from the surface, relying on the low silhouette and high speed of his boat to allow him to get within torpedo range and avoid escorts, became an invitation to die horribly. As Allied technical superiority, (especially in radar), became more and more evident,

Captain Westphalen found that he had to change his approach to convoy attacks in order to survive.

By 1943 you will find that surface approaches to convoys are becoming dangerous. You will have to spend more time trying to figure out the real course of a convoy, then race ahead of it and submerge, hoping that it will come to you. The problem is, once submerged, your submarine is practically blind and, as Commander Westphalen describes it, approximately as fast as a person on a bicycle. A change of course of only a few degrees on the part of the convoy will leave you helplessly watching it disappear over the horizon. As you curse your luck, reflect on the fact that at least you are still alive. Most of those who attack convoys after the middle of 1943 will not be so lucky.



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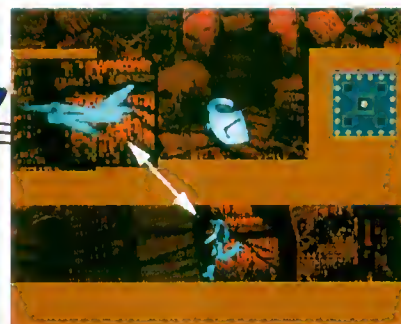
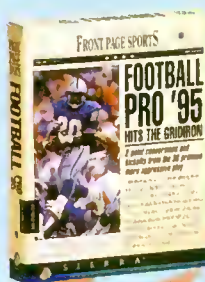
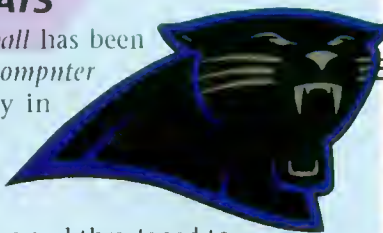
& LATE BREAKING NEWS!

FRONT PAGE SPORTS THREE-PEATS

For the third year in a row, *Front Page Sports Football* has been named "Best Sports Simulation of the Year" by *Computer Gaming World Magazine*, the recognized authority in computer simulations.

This reporter could tell you how the Front Page Sports Development team plans to win the award again next year (but the members of this team are all bigger than me and threatened to thrash me if I breathed a word about the new features they're working on). I was able to steal these graphics from their desks while they weren't looking, but it's probably no surprise that the makers of *Front Page Sports Football* plan to include 30 teams on their NFL roster next year- it's always been the most authentic game out there.

Check out the Fall '95 *InterAction* for news on the incredible new graphics (that I'm not supposed to talk about), for *Front Pages Sports: Football*.

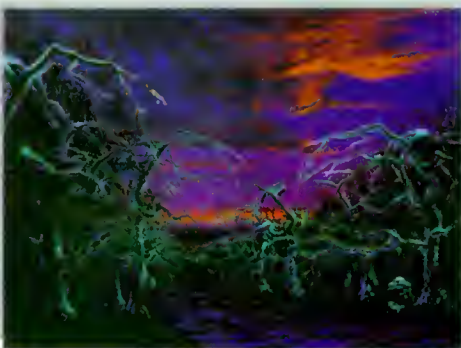


ANOTHER BLAST FROM THE PAST WITH THEXDER

With the mega-success of the re-release of *Lode Runner* (a 1983 hit that has found a new following this year), Sierra has given the green light for a remake of *The Exder*, a Sierra hit that sold almost a million games at a time when the Apple IIGS was the hot new state-of-the-art computer. The star of this show is a robot that transforms into an jet fighter at the touch of a button. This game presents another possible arcade addiction - look for it around Christmas.

PHANTASMAGORIA LITE? NOT QUITE.

But Sierra's new game - *Shivers* will put a scare into the younger set. From the early looks I've seen, *Shivers* will feature all the thrills and chills of *Phantas*, but without the kind of intense stuff that could blow young minds away. How much are the two alike otherwise? While the plot is totally different (and pretty scary from what I've seen), it will actually use some of the cooler locations from *Phantas*. Rumor has it that Roberta Williams has also been working with *Shivers* designer Marcia Bales on this project. Watch for more on *Shivers* in the Summer '95 *InterAction*.



SHIVERS



Good News, Bad News. And a Great Family Christmas Product.

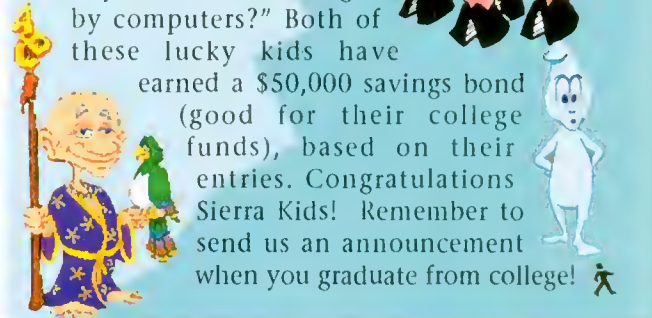
The bad news is there won't be a new King's Quest next Christmas. The good news is that Designer Al Lowe, Producer Mark Seibert and Senior Art Director Andy Hoyos (all long-time Sierra game development veterans), have joined forces to produce a new family game suitable for all ages. They promise it will be full of cute humor, great puzzles, and fun characters. They also promise it will be available in time for Christmas.

This game was referred to in the last issue of InterAction as Domain's Quest, but the new (and hopefully final), name is *Torin's Passage*. If you think a name change this big is a good trick, check out the Boogle. (The cute little purple character that looks like a cross between a cat and a miniature giraffe.) The Boogle can change into any other object at will (like an ax or a gift).
Cool.



WHO BROKE THE BANK IN THE SIERRA \$50,000 KIDS IN COLLEGE CONTEST?

8-year old Sam Schrieber and 12-year old Michael Howard have just been announced as the the two grand prize winners of the *Sierra Kids In College* contest . Sponsored by the Talking Tutors team, contestants were asked to submit a poster, written essay or picture answering the question, "How will your future be changed



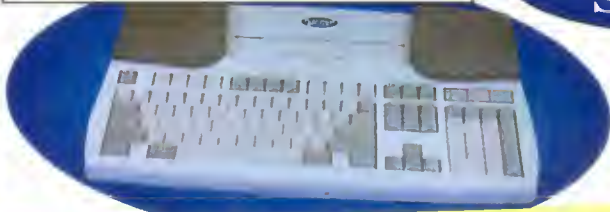
by computers?" Both of these lucky kids have earned a \$50,000 savings bond (good for their college funds), based on their entries. Congratulations Sierra Kids! Remember to send us an announcement when you graduate from college!

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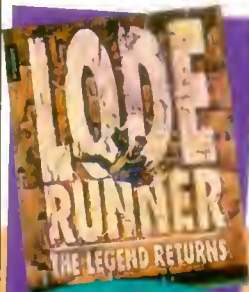
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A Visit To JTP

I was recently invited to visit Jeff Tunnell Productions, a renegade development offshoot of Dynamix in Eugene, Oregon. With great curiosity, I stormed the studios that brought the world the offbeat *The Incredible Machine*. I was dying to get a peek at what Jeff had in store for the year ahead.

Arriving late, I caught Jeff on his way to a Sportsmans Show. Jeff explained that he wasn't goofing off, it was research for the new *Bass Fishing* game. I laughed appreciably at his joke before I realized he wasn't joking "No really," he said. "Bass fishing."

It Smelled Fishy, But I Quickly Got Hooked.

Jeff introduced me to his project partner Randy Dersham, and Randy showed me the fishing simulation. This guy was *into* it. At first, I was tempted to laugh about the serious way Randy treated the subject matter, but the more he talked, the more I liked what I was hearing (and I don't fish).

I was reminded that years ago, when the first computer golf sim hit the market, I had laughed at it too. (How could a computer simulate golf? What a silly idea.) I'd been wrong about this, to the tune of a few million golf games sold per year. *Bass Fishing* has striking similarities. In both games, you have to pick the proper equipment. The strategy on where to fish (based on lake conditions, the weather, etc.), actually makes more sense to me

than checking out the wind conditions or the way the grass is cut on computer golf. Best of all though, the arcade aspect



of *Bass Fishing* is actually much **BETTER** than a computer golf experience. Instead of the swing of the club as the main point of control, the trick is to correctly cast. The mastery involved in reeling in a big one without breaking the line or killing the fish is incredibly challenging. I quickly found myself liking this game despite my real desire to make fun of it.

As Reel As It Gets

Throughout the presentation, Randy stressed this game would realistically simulate the experience of a real Bass Fishing competition. The only place he admits the sim is not realistic is in the way that you can see the fish under the water. (An improvement on real fishing, since you always know when bass are considering your lure and when you make a mistake that scares away your scaly opponent). Randy even discussed the "Artificial Intelligence" of

the fish in the simulation, pointing out that fish really don't have brains, but react to changes in nature. (*Bass Fishing* is a battle of wits against

an unarmed opponent.) Randy noted that his AI for the fish movement was created using statistics from the U.S. Department of Fish and Game.

Finally, Randy explained that a major goal of the Bass Tourney is to catch a fish, weigh it, then return it to the lake alive. As he launched into exactly how this feat of fish preservation was achieved, I decided I knew more about *Bass Fishing* than I really wanted to know at this point. Humbled by Randy's serious respect for his sport, I decided that I would report on this game without resorting to bad puns, silly jokes, or otherwise telling fish stories. Randy has a winner here.

If you can get past the reaction to laugh at the idea of *Bass Fishing* simulations (even Randy admits it's an easy concept to dismiss), it really will be fun to play. This game should be available this fall.

Not Another Fish Story

When we arrived at the next development office, I thought I'd re-entered familiar territory. One wall of the office was full of sketches and print-outs of screens that I knew to be from the *Outpost* game. (I'd heard that future development of *Outpost* was going to be done by Dynamix—not JTP—so this surprised me.) The other wall featured detailed sketches of bumpers and other goodies that looked to be part of the next generation of games in the *Take-A-Break Pinball* series. I didn't expect any surprises here, but I was wrong.

With his typical enthusiasm, Jeff told me that he wanted to show me a new pinball game design he was working on. I sat down at the computer and



By Johnnie Magpie

was presented with a low-res portrayal of a pinball game. The game graphics were practically non-existent—almost as blocky as those of the *Pong* game from almost two decades ago—but the pinball game itself played well. In fact, I quickly found myself enjoying it immensely. The ball moved around realistically, and the flipper action was authentic. The challenges were there, even if the graphics weren't. I closed my eyes and could almost see the flashing lights and colors. When I closed my eyes I also missed the ball and lost the game. (Pretty dumb huh?)

Jeff explained that he has been prototyping his upcoming games with intentionally bland graphics so that he can test to see if people are really having a good time playing them. If a game without graphics and sound can keep a player's interest, then it is good enough to build a product around.

That point made, with a grin Jeff presented what a real pinball screen


from the game would look like. I was awestruck. I managed to talk Jeff out of the screenshot below.



Building Mankind's Future In Pinball

At press time, the game didn't have a name yet, but what I saw on screen was plainly the impressive, rendered graphics of *Outpost* molded around the pinball game I'd played. Before I even finished applauding Jeff's ingenuity, he was busy showing me the fancy stuff he'd built in to blow any gamer's mind. The whole game merges pinball with *Outpost*. The pinball is launched onto the play field using a monorail system,

and the ball interacts with dozens of *Outpost* items. Dozers knock the ball around. The molten ore of the smelters splashes and sparks when hit with a pinball. Terrain crumbles on impact revealing hidden passages in the rocky cliffs. "Incredible" I exclaimed. "Pre-release." Jeff laughed, "Just wait till you see what we have planned for the final version."

Exiting the offices of Jeff Tunnell, I paused to reflect on an answer Jeff once gave in a long-ago magazine interview. In response to the question, "What will you be doing in 15 years?" he had said, "I'll be making the games that are totally different than what everyone else is making." He positioned himself then as the rebel software maker he still is today. 

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SPRING SUMMER FALL

Space Quest 6  MAC	Adi Learning System 	Last Dynasty 	Hoyles Classic 	Shivers 
Mixed-Up Mother Goose DELUXE 	Bass Fishing 	Gabriel Knight MAC	Bass Fishing MAC	Football '96 
Phantasmagoria 	Ultra 3-D Pinball 	Thexder 2 	Torin's Passage 	Gabriel Knight 2 
Playtoons 	Outpost Planet Pack 	Lost in Town 	Playtoons Pirates 	Ultra 3-D Pinball MAC
Aces & EarthSiege Expansion Packs 	Police Quest SWAT (& P.Q. Collection) 	Outpost MAC	Playtoons Western 	



Coming Attractions

FROM.....



A Look Ahead At New And Exciting Things To Come

Phantasmagoria

Renowned adventure game writer Roberta Williams creates a frightening and believable tale of horror. Read all about it on Page 30 - if you dare.



Space Quest 6: The Spinal Frontier



Space Janitor Roger Wilco goes for the throat (and various internal organs) in this outrageous satire of science fiction films, and video & computer games. See Page 23 for a peek of the lunacy ahead.

Mixed-Up Mother Goose DELUXE

A twisted treatment of the timeless tales. Already a classic computer adventure game, now improved with SVGA graphics and cooler kids. Read about in on Page 28.



Playtoons:



A new series of interactive books that let players mix and match the characters between stories. Playtoons also includes storytelling tools so children can design their own stories. (See Page 26).

EarthSiege and Aces Of The Deep Expansions

New Missions and machinery to expand the excitement

of these two great battle simulations. Check out the information on Page 44.

ADI Learning System

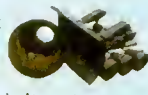
Help Sierra put the finishing touch on this new learning system designed to supplement school learning while children have fun. Application form appears on Page 19.

Outdoor Sportsman: Trophy Bass

The ultimate computer simulation of, uh, bass fishing. If it doesn't sound great already, you haven't read the Magpie Pages this issue. They begin on Page 74.

Ultra 3-D Pinball

The first 3-D pinball game that launches you into cyberspace unencumbered by the physical realities of a pinball table. Check it out on Page 74.



Police Quest: SWAT

The creator of the SWAT concept, former L.A. Police Chief Daryl Gates, talks about this project in an exclusive interview on Page 60.

Police Quest Collection

All the interactive cases of the Police Quest adventure game series in one great collection, including Police Quest 4 by Daryl Gates.

Thexder 2

Another classic arcade game comes back for more. A brief look at this one appears on Page 72.

Last Dynasty

Two teens from Earth are drafted into an interstellar attack force in this totally spaced-out space combat simulation. Check it out on Page 36.

Hoyles Classic

For over a century, playing "According to Hoyle" has meant to play card and board games "by the book." The upcoming Hoyles' Classic makes great game play even better with great graphics and sound.

Torin's Passage

A delightful family adventure game filled with fascinating characters, magic and intrigue. A brief look at this exciting new game appears on Page 73.



Shivers

A spine-tingling and spooky mystery adventure game suitable for the whole family. Read all about it on Page 72.

Gabriel Knight: The Beast Within

The heart-stopping sequel to the award-winning Gabriel Knight mystery, Sins of the Father is in design now. Designer Jane Jensen talks about her work on Page 40.

Information valid as of March 12, 1995. Subject to change without notice. This Product Release Schedule should not be used for financial considerations such as Sierra stock purchases.

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Castle of Dr. Brain
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EcoQuest: Search for Cetus
EcoQuest 2: Lost Secret of the Rain Forest
Even More Incredible Machine
Freddy Pharkas, Frontier Pharmacist

Gabriel Knight
Gobliins
Gobliins 2
Gobliins Quest 3
Gold Rush
Heart of China
Inca I
Inca II
The Incredible Machine 2
King's Quest I
King's Quest II
King's Quest III

King's Quest IV
King's Quest V
King's Quest VI
Lost in Time
Leisure Suit Larry 1
Leisure Suit Larry 2
Leisure Suit Larry 3
Leisure Suit Larry 5
Leisure Suit Larry 6
Police Quest 1
Police Quest 3
Police Quest 4

The Prophecy
Quest For Glory I
Quest For Glory III
Quest For Glory IV
Rise of the Dragon (disk or Sega)
Incredible Toon Machine
(formerly Sid & Al's Toons)
Space Quest I
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TOP TEN GAMES

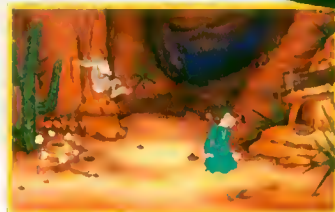
1



We think King's Quest VII is the best game ever made. It has more compelling features than any other interactive adventure, including two resourceful heromes and a magical world

MAC PC \$64.95

of fairies and bizarre trolls. With animation so gorgeous, it rivals the best work from Disney. "There's no such thing as a sure bet...but if anything comes close, it's a new King's Quest game." -PC Gamer



5



"I fell off my chair laughing." -PC Magazine. Strangely enough, that's the same response Larry gets from the various women he attempts to charm in

PC PC \$49.95 MAC MAC

Leisure Suit Larry 6. Larry's lookin' sharp in this high-res CD, and he even talks out loud. You'll laugh out loud as Larry strikes out with the women again and again!

2

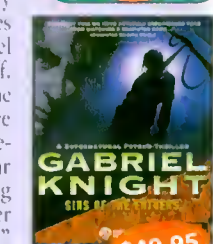


The malevolent Cybrid robot force bears down on Earth, bent on destruction. Can mankind be saved? Metaltech: Earthsiege offers an apocalyptic battle between man and machine. "...the best looking of the battling robots sims this year...gives serious simulation fans an incredible new battle field to conquer." -Computer Gaming World.

PC PC \$54.95



6

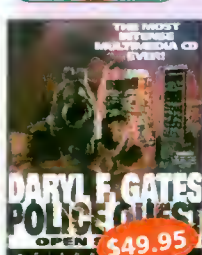


Gabriel Knight is a clever guy, but can he conquer his nightmares and solve a centuries-old murder mystery full of voodoo, witchcraft, & romance? Great voices provided by Tim Curry, Mark Hamill and Michael Dorn (on the CD version), and some real scary stuff.

"The first time we have actually experienced fear from watching a computer game..." -Computer Gaming World.

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3

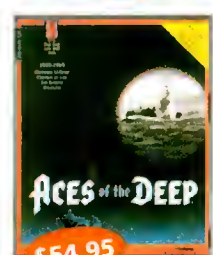


Open Season draws players into a very disturbing world where players are not just "behind the badge," they become both the hunter and the hunted. It challenges players to choose between "doing it by the book" or doing it to save your life. Film quality scenes and soundtrack, Police Quest 4 is realistic, thought-provoking and entertaining.

MAC PC \$49.95



7



With all systems from sonar to torpedoes at your command, Aces of the Deep offers an unbeatable combination of graphics and action that puts this game high on our top ten list. "...meticulously crafted simulation model...stunning graphical depiction...simply one of the most impressive

pieces of software I've had the pleasure of playing." said Computer Gaming World.

PC PC \$54.95

4



The Outpost you command represents humankind's valiant last-gasp effort to preserve the species after Earth's destruction. You survive by wits alone as you struggle to reconstruct a new life on another world. "The celestial bodies are so rich in color and definition that only the space shuttle or Voyager probes can match them." -Computer Game Player Magazine. See article this issue for free software add-on!

PC \$49.95



8



A fantasy role-playing experience of magic, storytelling and 3-Space technology. You'll fight an epic battle amid wizardry, darkness and deceit. Betrayal at Krondor is "a genuine genre-bender, bound to inspire other designers as much as it is to please adventurers." -QuestBusters Magazine.

PC PC \$29.95

9



\$44.95



Many game mavens consider it the most engaging game ever. Carried on the tide of popular demand, Lode Runner: The Legend Returns makes its way from the video arcades to your computer screen, and serves as "proof that they do make 'em like they used to--and even better." -The Advocate.



10



\$44.95



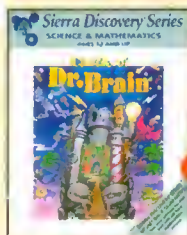
Has it been too long since your last major league baseball fix? Suffer no more! Front Page Sports: Baseball is here! The crack of the bat and the cheers of the crowd are no further than your monitor. Eye-popping 3-D graphics and up-to-date statistics bring baseball back to life! Officially licensed by the M.L.B.P.A.



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Top Ten FOR KIDS!

4



\$19.95



(Ages 12 and Up) This wacky game is loaded with mind-building puzzles and adventures, sparkling animation, and lots of great humor—it's no wonder Dr. Brain won the Playright's Choice Award and garnered a "four mouse" rating from Mac User's Ultimate Guide to Children's Software.

1



\$44.95



(Ages 8 and Up) Play The Incredible Machine 2 and you will know why the nation's leading game critics are staying up late at night trying to figure out just one more puzzle. This turbo-charged brain-teaser puts you in a world where pinwheels, dynamite, fish, pulleys and even chunks of smelly cheese can be manipulated to solve puzzles.

5



\$34.95



(Ages 7-10) Most kids think learning how to type is as much fun as going to the dentist! They'll change their tune after playing Kid's Typing. Typing-impaired parents can also learn a thing or two from Spooky, the ghostly tutor. "Five Stars—Highest Rating—CD-ROM Today. Seal of Approval National Parenting Center.

8



\$34.95



(Ages 4-8) We went "Bananas" when the first wave of raves came in on Beginning Reading. And when your kids finish this innovative game they'll have no trouble reading all the rave reviews it's earned: "Grade: A: USA Today. Seal of Approval -National Parenting Center

2



\$34.95



(Ages 3-6) Early Math is the winner of a Seal of Approval from the National Parenting Center, a Gold Medal from the National Parenting Publications, and rated "Five Stars" by the Children's Software Revue. "Our family testers loved Loid (Early Math's animated tutor)...giving Early Math a 9 out of 10 in almost every category." -Family PC.

6

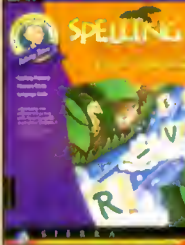


\$34.95



(Ages 9-12) Spelling Blizzard is a great adventure for kids. They will love learning to spell the toughest words as they navigate spelling mazes in order to rescue the animals of the Arctic from a mysterious flood. 1994 NAPPA "Honor" Medal winner.

9

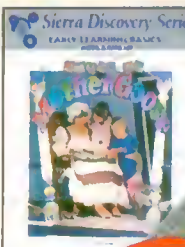


\$34.95



(Ages 7-10) Family Fun Magazine ranks Spelling Jungle among the nation's best buys for ages 8-12. Child Magazine named it the Best Kids' Software of 1994 in the Language Arts category. The Wizard Yobi will put a "spell" on your children that will make learning fun.

3



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(Ages 3-6) Somehow, somebody scrambled Mother Goose's classics. Your kids will acquire great reading skills as they help unscramble them in Mixed-Up Mother Goose. Selected by the Software Publishers Association as the Best Early Education Program. "Simply delightful learning." -Computer Entertainment

7

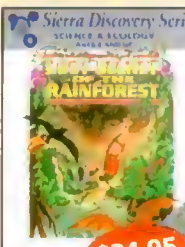


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(Ages 8 and Up) Everybody loves The Incredible Toon Machine—that's why it's so hard for kids to wrestle it away from their parents' game-hogging clutches. "This one is a riot!" -PC Laptop Computers Magazine.

10



\$34.95



(Ages 10- and Up) When you play EcoQuest: Lost Secret of the Rainforest you'll see for yourself why Play Magazine said "...the graphics, animations and sounds are first rate," as you explore the exotic ecosystem of the South American rain forest. A real challenge to your mind and imagination and great way to learn natural science.

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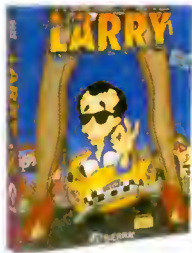


Inca 1

*Top 10 Adventure Games
Compute, 1994*

Travel across space and time with a combination of complex puzzle solving, mythical role-playing and outerspace battle simulation.

DOS Disk was \$49⁹⁵
now only \$14⁹⁵



Leisure Suit Larry 1

A silly, risqué romp through the singles scene and a challenging game that will test your street smarts and suave sophistication.

DOS Disk was \$59⁹⁵
now only \$17⁹⁵



Leisure Suit Larry 5

A gender-bending romp through the sleazy side of the underworld. Help Larry & Patti take on organized crime, the FBI and more.

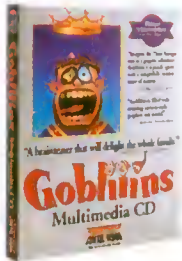
Mac Disk was \$59⁹⁵
now only \$17⁹⁵



Freddy Pharkas, Frontier Pharmacist

Step into the boots of a meek pharmacist who must resume his gunslinging past to halt a reign of terror in post-Gold Rush California.

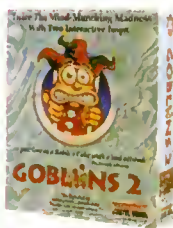
Mac Disk was \$69⁹⁵
now only \$14⁹⁵



Gobliins

Guide three eager imps as they use their special skills on an insane quest filled with warped objects and logic stretching puzzles.

DOS Disk & CD was \$49⁹⁵
now only \$14⁹⁵



Gobliins 2

Someone has kidnapped the prince! Take on a smorgasbord of twisted traps, maniacal monsters and perplexing puzzles to rescue him.

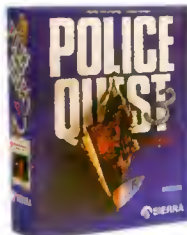
DOS Disk was \$49⁹⁵
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Gobliins Quest 3

Puzzle your way through this surprise-filled adventure game. Fiendishly clever puzzles, highly animated characters and lively background music make this a delight for the whole family.

DOS Disk was \$49⁹⁵
now only \$19⁹⁵



Police Quest 3

Patrol the mean streets and master police procedures while directing forensics and crime lab investigations.

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The Shadow of Yserbius

Complete quests, acquire spells and advance in level. Then import your character into the multi-player INN network!

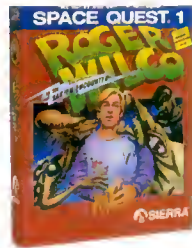
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Quest for Glory III

Confront the unspeakable evil at the heart of fear and violence as you bring peace through a balance of loyalty, friendship, bravery and honor.

DOS Disk was \$59⁹⁵
now only \$19⁹⁵



Space Quest 1

The top-secret Star Generator has been stolen. Help Roger Wilco get it back, or the universe as we know it is toast!

DOS Disk was \$59⁹⁵
now only \$14⁹⁵



Lost in Time

Race across time and explore hostile jungles, luxurious chateaus and a history fraught with danger to face your enemy before he erases your future.

DOS Disk & CD was \$29⁹⁵
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Castle of Dr. Brain

Expand problem-solving skills as you think your way through science stumpers, mazes, logic problems, codes and math games. (Ages 12 & up)

DOS, Mac Disk was \$49⁹⁵
now only \$14⁹⁵



Island of Dr. Brain

"a fascinating getaway"
 PC Games, 1994
 Use your brain to get past flashing flamingos, a hidden picture garden and a temperamental volcano. Filled with puns and puzzles. (Ages 12 & up)

DOS Disk was \$34⁹⁵
now only \$17⁹⁵



Slater and Charlie

Introduce reading and computers to young children with an animated story of two dinosaur pals who wander from one adventure to another. (Ages 3 to 8)

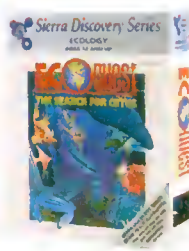
DOS, Mac Disk was \$49⁹⁵
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Pepper's Adventures in Time

Try to put things back the way they were after history goes bonkers and mixes up events of 1776 and the 1960s. (Ages 8 & up)

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now only \$14⁹⁵



EcoQuest: The Search for Cetus

Explore the delicate balance of nature in this challenging undersea odyssey. Learn about environmental issues as you search for the great whale king. (Ages 10 & up)

DOS/Win Disk & CD . . . was \$34⁹⁵
now only \$17⁹⁵



Turbo Science

Learn why planes fly, lightbulbs glow, magnets attract, and wrecking balls bash as you compete in a laser-fast science race. (Ages 9 to 14)

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Adventures of Willy Beamish

Adults and kids will love Willy's zany antics, his peculiar family and the side-show of geeks, freaks and animals that will keep you laughing for hours.

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Challenge many of your favorite Sierra characters to Checkers, Parchisi, Yacht and Snakes and Ladders, or go head-to-head with your friends in multi-player mode!

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Trek through lush jungles, caverns and ancient ruins to defeat real-life dangers threatening the rainforests. (Ages 10 & up)

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King's Quest V

Filled with danger, mystery and fantastic creatures, this is a magical adventure you'll never forget!

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Screen Antics of Johnny Castaway

Save your screen and tickle your funny bone with the world's first storytelling screen saver. Hundreds of hilarious situations.

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While supplies last



Football

Call the plays and watch the action through the player-controlled floating camera. Drafting, trading camp, injuries, free agents—even instant replays!

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1

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2

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3

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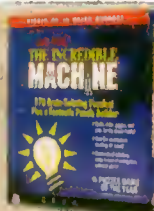
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OKAY... ALMOST THERE



The Even More Incredible Machine

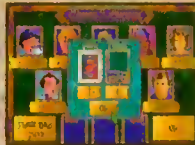


Combine 56 outrageous animated parts (like spring-loaded boxing gloves and bundles of dynamite) in a gazillion strange ways to solve 160 mind-melting puzzles. Plus, build puzzles to trade with your friends.

DOS/Win, Mac disk \$34⁹⁹
DOS CD..... \$49⁹⁹



Hoyle Classic Card Games

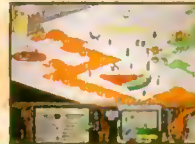


Deal a game of Solitaire, Gin Rummy, Crazy 8's, Old Maid, Cribbage, Hearts, Bridge or Euchre: There's something for everyone! Play against animated opponents, including many favorite Sierra characters.

DOS/Win, Mac disk \$34⁹⁹



Battle Bugs

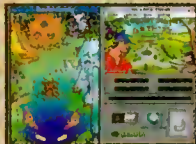


Take command of your six-legged troops, using classic military strategy to conquer enemy soil—a kitchen floor strewn with junk food! Fight 56 battles, each more complex, challenging and hilariously funny.

DOS disk \$44⁹⁹



Take-A-Break Pinball



Have up to three balls in play at once with the thrills and skills of big arcade machines: fast bumper action, tilts, grunge, sizzling sound and speech. Eight full-featured pinball games allow up to four players.

Win disk \$24⁹⁹



Take-A-Break Crosswords Deluxe



Take a break and challenge yourself to one of 750 word puzzles from the creators of the famous Dell Crosswords. Animated graphics, digitized speech and an original musical score make crosswords more fun than ever.

Win, Mac disk \$24⁹⁹



Alien Legacy



Guide the escaped survivors of an alien conquest of Earth towards a new life in outer space. This engaging combination of role-playing, strategy gaming and science fiction adventure offers limitless challenges.

DOS disk \$44⁹⁹
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Bertlitz Live! Spanish

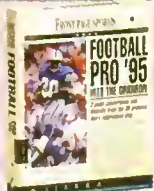


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Freddy Pharkas, Frontier Pharmacist



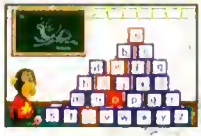
Best New Adventure Game, 1993 Games. Stride the streets of post-Gold-Rush California in this tall-and-twisted tale full of pestles and pistols. You play Freddy Pharkas, the meek pharmacist who must resume his gunslinging past to defend against catastrophe.

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Alphabet Blocks



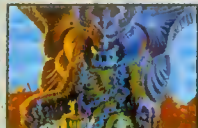
"Get the word out—this is great stuff." *Ziffnet* (Ages 3-6) Led by Bananas and Jack, two animated talking tutors, this revolutionary educational program unites proven learning methods with the latest computer technology to teach your child all the letters and sounds of the alphabet.

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DOS CD \$39⁹⁹



Kid's Typing



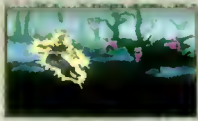
(Ages 7-10) Winner of a 1994 Club Kidssoft Member's Choice Award. Spooky's antics rate high with kids. With so much hilarious haunting and Spooky's ghostly humor, children hardly know they're practicing typing speed and accuracy.

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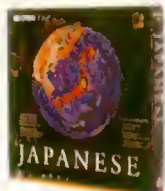


Space Quest Collector's Edition



Get ready to laugh 'til you burst with this collection of *Space Quest* games I through V, including the CD talkie versions. Also includes an "inside look" at the design of the series and the cult hit arcade game "Miss Astrochicken."

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King's Quest VI



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DOS, Mac disk \$54⁹⁹

DOS/Win CD \$54⁹⁹



Leisure Suit Larry Collector's Edition



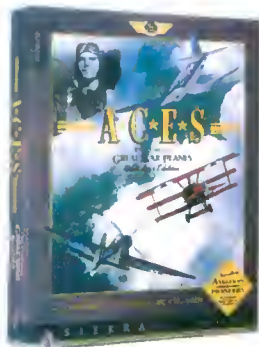
For the first time ever, the collected adventures of anti hero *Leisure Suit Larry* are all available in one package. Includes the original *Larry 1* thru *3*, *Larry 5* and the all new *Leisure Suit Larry 6*. Also includes *Laffer Utilities*, a great collection of silly clip art, and other craziness.

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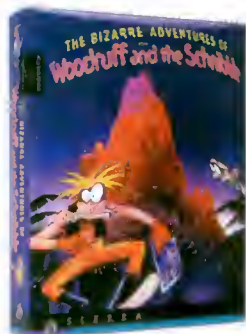
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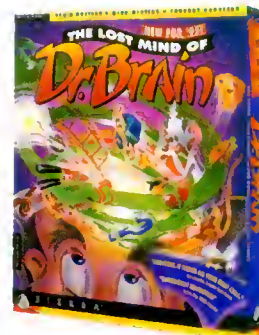
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